R. MacGowan

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WARSAW

Avalon Hill Philosophy Part 84

The first item on the agenda for this installment of the Philosophy is, unfortunately, becoming an annual event. It appears as though we will be forever known as the "double digit inflation generation" and this unfortunate fact of life means that 1981 has brought us another across-the-board price increase for Avalon Hill games. Almost the entire line underwent a $1.00 price increase on February 1st with four titles: *BULGE, DIPLOMACY, SQUAD LEADER, & TITLE BOUT* suffering a $2.00 increase. In addition, numerous parts prices were increased. As is our custom, we are giving *GENERAL* readers temporary relief from these price increases with our LAST CHANCE SALE. You will find a special order form inserted in this issue which will allow you to order games by mail at the 1980 prices *provided* you do so on the order form and prior to the May 31st deadline. No phone orders can be accepted at the old rates. You must return the LAST CHANCE SALE order form in order to qualify.

You will also find inserted in this issue the official Nominations ballot for the 1980 hobby awards. Hopefully, we will have kept up our newly established trend of timely publication and you'll be able to send in your nominations just under the wire, but don't delay as they have a   May 8th deadline. The awards will be handled differently this year and to tell you about that here is the official press release of the newly founded Awards Academy.

"The Committee for the Charles Roberts and H.G. Wells Awards, the most coveted in the industry, have joined the Game Manufacturers'

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THE GUNS OF AUGUST

Each morning since the invasion, the Belgian newspapers carried the same reassuring headline: "Liege is invincible!" Then, late on the afternoon of August 12, 1914, the great Krupp howitzer, which the Germans had produced in secret, was trained on Fort Pontisse. At 6:30, the first detonation cracked the cloudless sky. By nightfall, Liege was doomed and the German army could resume its advance toward Paris.

The thunder of the guns that August would deafen all Europe. For the next four years there would be no quiet: on the western front in France, on the eastern front in Russia, in the Italian Alps and the Balkan foothills, the only peace would be among the dead.

Recreating the Great War of 1914-1918, **GUNS OF AUGUST** is a unique, exciting game. As the Central Powers player YOU control the armies of Germany, Austria-Hungary, Bulgaria and Turkey, and make the difficult strategic decisions the two-front war requires. As the Allied player YOU command the forces of the rest of Europe including Britain, France, Russia, Italy, Belgium, Rumania, Serbia, and the United States, and carry the burden of forcing back the strongly entrenched enemy corps on both the west and eastern fronts. No other game presents so great a challenge to test each player's grasp of military strategy.

Ten Historical Scenarios
From the summer of 1914 through the final surrender on the eleventh hour of the eleventh day and month of 1918, **GUNS OF AUGUST** spans the entire First World War in monthly Game-Turns; each player maneuvers hundreds of infantry and cavalry corps and their supporting artillery and engineer regiments. And in addition to this mammoth campaign game, separate scenarios for each front during each year of the war, which can be combined into two-front scenarios for 1914, 1915, 1916, and 1917, have been specially designed to allow players to vary the size, difficulty, and playing time of their games.

For those who think that World War I is an unexciting subject for a game, **GUNS OF AUGUST** will prove a shock comparable to the appearance of British tanks at Cambrai, and German stosstrupen at Caporetto.

GUNS OF AUGUST is available now by mail from the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214 for $17.00 plus 10% postage and handling (Canadians please add 20%, overseas customers 30%). Maryland residents please add 5% state sales tax.

Game Components:
- 22″ × 32″ four-section Mapboard
- Over 800 military unit Counters and Markers
- Player-Aid Cards
- Comprehensive Rulebook
- Dice

COMPLEXITY: Rated "5" on a scale of 1 (easy) to 10 (hard)

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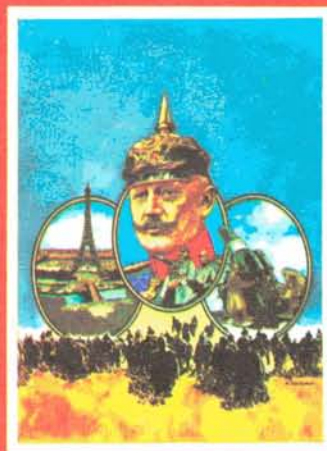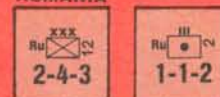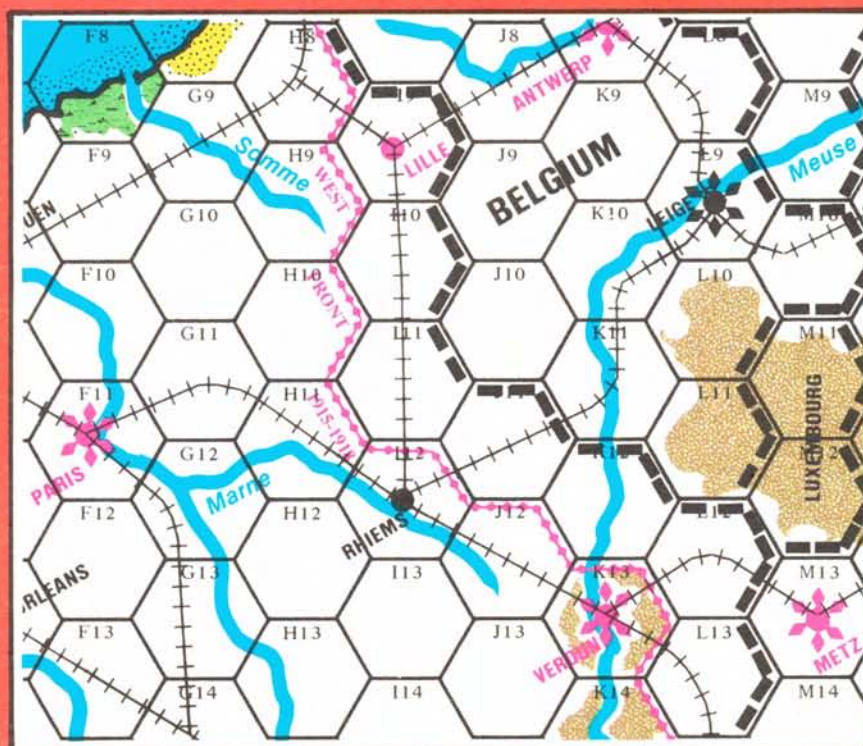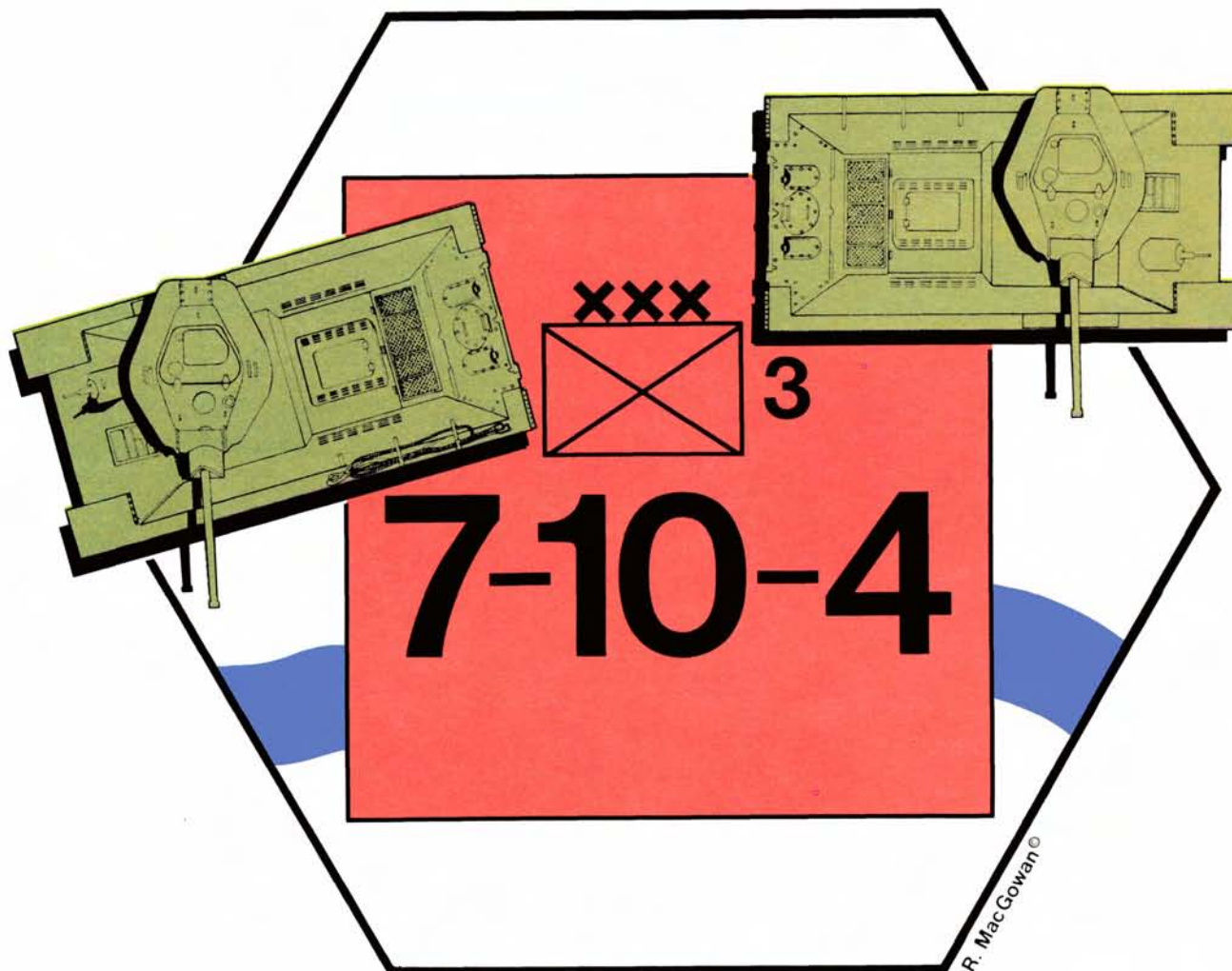
THE RUSSIAN VIEW
by Joseph A. Angiolillo Jr. *et al*

AN EXHAUSTIVE ANALYSIS OF THE DEFENSE IN STALINGRAD

Just three issues ago Jon Lockwood showed us with a well received analysis of AFRIKA KORPS that the classics aren't dead after all. Joe, however, is not just another teen of the 60's with fond remembrances of his first game. Joe is quite familiar with the current "state of the art" thank you and has indeed designed a number of games for leading companies in the field, including his own recently unveiled publishing venture. Like many others, however, he praises the innovations and realism of the new games, while still playing the old favorites. That he has become more than passingly familiar with the techniques of good play in this old war horse will become immediately evident.

Tournament play in wargames is still in the infant stage. Thanks to the formation of a recognized national convention (Origins) and a credited rating system (A.R.E.A.) it is finally becoming a respected part of the hobby. Many wargamers are chess players. It is no wonder that wargaming has borrowed concepts from chess in regularizing play and showing respect to superior play. The most prestigious tournament, the AH 500, is becoming more and more a tournament of skill from year to year. Originally any AH game was included in the tournament. This narrowed to the "classics" which have been tested by time and rule rewrites to create a better balanced game. The biggest step was taken at Origins IV (1978) by abolishing *AFRIKA KORPS*

as the ultimate tie-break game. It is well known that a good *AK* player can defeat an expert player with one lucky die roll against Tobruch. Avalon Hill was wise to allow the contestants to choose any two of the three games: *AK, STALINGRAD,* and *WATERLOO* for the tournament instead of forcing the finalists to play *AK* if one of the players demanded its use. Unfortunately, a small problem crept into the tournament that should be remedied (the same way that chess remedied the same problem). I am talking about a time limit. In the original rounds time limits were not strictly enforced. Consequently there was a rush at the end of the tournament to finish before the convention was over. The final rounds of a tournament are supposed to pair the best players and hopefully the best and most flawless play. To apply an unjust time limit destroys the balance of the game. The defensive player needs a bit more time than the attacking player to develop a good, solid line. The finals, where great play should be the norm, was reduced to unit pushing and blunders. As the time limit dropped to three minutes per move even the attacking player couldn't move fast enough, let alone count odds. Players were planning their move while the opponent was moving. Pressure is good for a tournament, but this type of pressure is ridiculous.

Obviously, something must be done. Chess tournaments use chess clocks and I feel this is the

best way to time play. If the tournament organizers dislike the idea or cannot afford chess clocks for the last few rounds of play, at least keep a consistent time limit during the entire tournament, say seven minutes per move. In this way the players will be acclimated to the restrictions and not drop under the pressure.

In still another way wargames should be like chess. This concept gelled during the convention in many informal meetings. The most accurate play should be recorded. Wargamers have started this concept with the Series Replay, Play by Mail, etc. Chess has recorded excellent play for centuries. Consequently nearly flawless lines of play have been organized into defenses: the Ruy Lopez, the English Opening, the Sicilian Defense, the French Defense, etc. Obviously some defenses are sounder than others and all of them have minor weaknesses that lead to reanalysis of old lines previously abandoned and criticism of lines thought impregnable. These lines contain perfect tactics, strong positional play and extensive analysis. Unfortunately, no board wargame (nor a specified set of figures rules) has been around as long as chess. And no board wargame has the static balance of chess nor its complete reliance on skill rather than luck. Needless to say there is a voluminous work, *Modern Chess Openings* (the "Bible" of that game) but no such work on any board or figure wargame. It is obvious that we need one. And we must start somewhere.

Position	Best Attack	Probable Russian Losses units	Probable Russian Losses factors	Probable German Losses units	Probable German Losses factors	Good Points	Weaknesses	Rating
#1	4-1	.7	4.7	.3	1.7		allows 3-1 gives up the position does not require a soak	60
#2	3-1, 1-3	.7	6.0	1.3	5.3	requires a soak	allows 3-1 loses the position	65
#3	4-1, 1-3	.7	4.0	1.0	4.0	requires a soak no advance	allows 3-1 loses the position	69
#4	1-2(1-1 or 2-1)	.2	1.7	1.0	5.0	requires a soak prevents 3-1	position can be taken	80
#5	1-2, 1-2 or one 1-2	.3	3.3	2.0	10.0	requires a soak prevents 3-1 no advance	best Russian units can be eliminated	90
#6	?							92
#7	?							98
#8	3-1	.7	4.7	.7	3.3		allows 3-1 loses the position does not require a soak	62
#9	3-1, 1-3	.7	4.0	.7	4.0	requires soak	allows 3-1 loses the position	67
#10	6-1, 1-3	.8	2.5	.3	2.0	requires a soak no advance	allows 3-1 loses the position	70
#11	1-2(1-1 or 2-1)	.2	1.5	1.0	4.5	prevents 3-1	position can be taken	79
#12	?					requires a soak prevents 3-1 no advance	position can be assaulted	91
#13	?							95

I have chosen *STALINGRAD* for analysis for five reasons. First of all, it is one of the three "classic" games used in the AH 500, currently the most prestigious wargame tournament. Second, *STALINGRAD* is probably the most analyzed wargame available (almost every early issue of the *GENERAL* had some article on tactics, strategy, or balance). Third, it is one of the most *balanced* games for tournament play; rules have been changed because of the analysis and the replacement rate has been modified for play balance. Fourth, it is less dependent on luck than many other wargames (weather die rolls and results of individual battles are less critical in this game than in *AK, RUSSIAN CAMPAIGN,* etc.). Finally, I have studied the game for many years and consider myself a fairly competent player. What I lack in experience I have compiled—from observing tournament play, from corresponding with well known experts, and from studying every *STALINGRAD* article I could get my hands on.

Good lines of play are based on good tactics. One must know how to defend in order to know when and where to attack! Let's first analyze Russian defensive tactics.

Unlike chess, most tactics in *STALINGRAD* evolve through probability analysis of the CRT (rather than exact analysis of the consequences of any one move). Early articles stressed the theory of preventing 3-1 attacks. More subtle but unpublished analysis considers the number of German soak-offs and failure to gain positions due to inability to advance into a given hex after combat. Not only probability but also attrition and prevention of taking terrain must be used to defeat exact

German play. Based on these considerations it is easy to categorize the overall defensive move one position at a time.

First, examine a doubled defensive position attackable from three hexes. Position #1 shows how a novice would hold. This player neither stops a 3-1 attack, nor prevents an advance, nor forces a soak-off. Position #2 is a minor improvement but still poor play. At least a soak-off was forced. Position #3 holds the hex and forces a soak off but still does not prevent the 3-1—only fair play. #4 is the position recommended in past articles as the perfect plan! Every good Stalingrad player knows that a doubled 7-10-4 with an adjacent doubled 4-6-4 which can be attacked from only one hex will stop a 3-1. Thus position #4 stops the 3-1, forces a German soak-off, and holds the position. Still the position is not perfect. What about low odds attacks? By stacking both 7-10-4's we get a much better position. Excellent players would use position #5 instead of #4 because they guard against a 2-1 to advance into the hex. In my opinion, the position is still not perfect. The reason for my criticism is based on the value of the 7-10-4. There are only two of these and they are critical units. For holding river lines, etc. I would rate one 7-10-4 to equal 1½ 6-9-6's, three 5-7-4's, 4½ 4-6-6's or five 4-6-4's. The loss of both 7-10-4's by low odds attacks either early in the game or during snow is a disaster. Consequently, they should not be positioned in the same hex if the German player can get a 2-1 and 1-2 attack or 1-1 attack against both units in the open. Position #6 remedies this criticism but is obviously not the perfect defense. Note that it requires 50 factors (25 doubled) that must be soaked-off against. This prevents the 6-9-6 from being attacked at 3-1. This

position is how an expert would hold the line. Note position #7 is the best possible defense. Since it requires so many units it is seldom, if ever, used. There are other positions on the line that must be guarded. If not, the Russian player cannot lose the game (or has already lost it if he has but one position to defend). The doubled defensive position attackable from three hexes is the hardest position to defend properly.

A quick analysis of the previous described positions could reveal the *false conclusion* that, in general, the more combat factors you have on defense, the better the defensive position: #1:7 defense factors, #2:15 defense factors, #3:12 defense factors, #4:16 defense factors #5:20 defense factors, #6:34 defense factors, etc. Nothing could be further from the truth. Observe position #8 again but eliminate the 6-9-6 and both 4-6-4's leaving 6 defense factors. The 2-3-6 can be crushed by soaking off against the 7-10-4. On the subsequent Russian player turn the position must be counterattacked or the Russian units must withdraw. Any German player worth his salt would welcome counterattacks if he has positioned his units correctly. Not only does the Russian player lose units through soak-offs, but the Russian position must be weakened elsewhere to mass the units necessary for such a massive counterattack.

Another important position is the doubled position attackable from two hexes. #8 is poor, giving a 3-1, no soaks and the advance. #9 is fair; #10 is slightly better. #11 observes the present 3-1 strategy but doesn't stop a low odds attack. Position #12 is excellent but #13 is almost impregnable.

Position	Best Attack	Russian Losses units	Russian Losses factors	German Losses units	German Losses factors	Good Points	Weaknesses	Rating
#14	1-2(1-1 or 2-1,1-2)	.3	2.0	1.0	3.0	prevents 3-1	loses two 2-3-6's	79
#15	1-2(1-1)	.2	2.0	1.0	3.0	prevents 3-1		82
#16	7-1	1.0	3.0	—	—		allows 3-1 loses the position no soak	50
#17	3-1	.7	4.7	.3	1.7		allows 3-1 loses the position no soak	57
#18	1-2(1-1)	.3+	2.0+	1.0	3.0	prevents 3-1	bury units in swamps	79
#19	1-2	.5+	3.3+	1.5	5.5	prevents 3-1 1-1 would be costly	bury units in swamps	85

Doubled positions attackable from only one hex are easily defended. As a general rule use any Russian unit(s) *except a single 2-3-6*. Stacking is preferred and the more defense factors the better. However, the question whether two 2-3-6s or one 4-6-4 is preferred is quite controversial. The stacked 2-3-6s prevent the advance if only one is attacked and the other is soaked off against. 2-3-6s are valuable delaying units and the loss of two such units with one low odds attack is hard to take. This may be the exception to the general rule that stacking is preferred so long as the 3-1 is stopped. (See positions 14 and 15).

When the Russian player must defend in the open he is usually in trouble. His only savior, the weather, is not always to his advantage nor even completely predictable. If the weather is clear, in general, the only safe undoubled position is a hex attackable only from one other hex. A single 2-3-6 is easily crushed; a single 4-6-4, 4-6-6, 5-7-4, 5-7-6, two or three 2-3-6s, etc. also fails to stop the 3-1. It at least prevents automatic elimination (in many cases this advantage is turned into a disadvantage when a D Elim or exchange results in the loss of additional defense factors). Two 4-6-4s, 4-6-6s, 5-7-4s or some combination of two units stronger than 2-3-6s stops the 3-1. Obviously a good player would defend in this way. Problems result from 1-1 or 1-2 attacks, especially adjacent to swamps and/or mountains where the units can be "buried from the action" with a D Back 2 result. These units invite low odds attacks. A single 6-9-6 or 7-10-4 stops the 3-1 but is even worse off than a stack. Note that the large units are more valuable to the Russian player than the medium strength units and the low odds attack risks less German attack factors. I feel that the optimal defense involves two 5-7-4s and a 4-6-4. This stack can only be attacked at 1-1 by using Panzer units, quite a risk. Attacking at 1-2 forces the German to risk 11 attack factors rather than 10 since with 10 an exchange will only kill the two 5-7-4s. Why cry over one factor? Between expert players this one factor gives the Russian player one more unit and often times this one extra unit can win the game (See positions 16 through 19).

Counting factors and hexes is more important in play-by-mail than in person-to-person timed tournament play. Counting which German units can get where allows the Russian player to defend properly with weaker units. For example, if most of the German panzer units are in the south, a doubled position in the north attackable from only two hexes might only need stacked 4-6-4s instead of 5-7-4s to prevent 3-1 attacks. The 5-7-4s might be needed elsewhere. In general, counting factors and hexes creates very minor advantages which add up to win the game. In person-to-person timed tournament play this tactic is rarely employed effectively. It can be. The only German units that the Russian player must keep track of are the German panzer units. If 21 or more factors of German panzer units cannot reach a position to attack a doubled position attackable from three hexes, a single 7-10-4 will stop the 3-1. As the game progresses, the Russian player will usually find himself defending with a weaker and weaker line. Saving one unit here and there creates very powerful defensive positions in critical areas.

The Russian player can easily count movement factors during snow and, to a lesser extent, mud. Without German panzer units in proper position doubled positions become harder and harder to attack. Even in clear weather the Russian player can leave a southern position weak to force the German to commit his panzers to the south. German units on the Black Sea coastline cannot reach the northern river lines and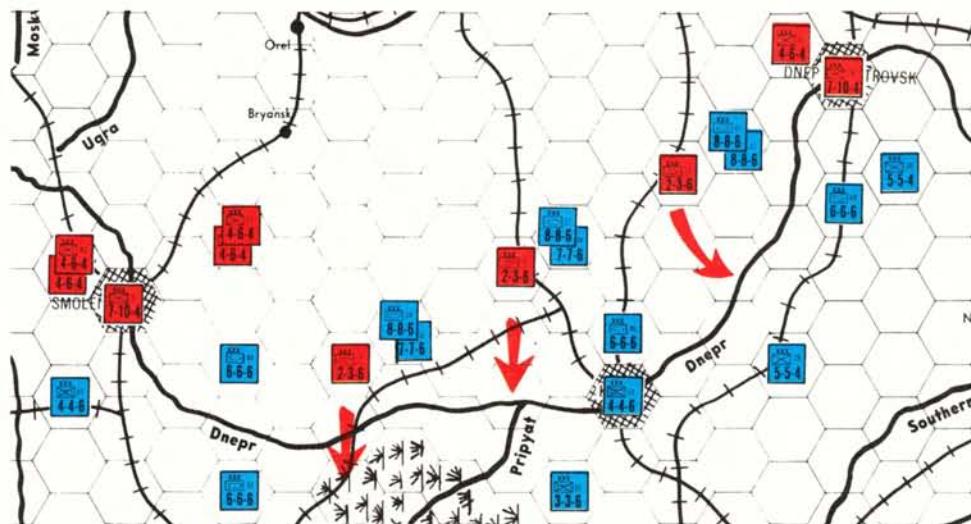 vise versa. I am not advocating weakening the line for the sole purpose of forcing the German player to move his units to one position or another. What I am saying is that if the Russian

POSITION 20: the Siragusa attack Note that the 2-3-6s are retreated toward Germany and they cannot counterattack back toward Russia because the odds would be less than 1-6 unless other units were brought into the attack. 5-5-4s or better are placed behind the lines to ensure that attacks against the rear areas will force the 2-3-6s to be eliminated or forced back once more into the pocket. A cunning German can keep the 2-3-6s behind the German lines and in supply via the Kirch Straits!

player has to leave a weakened position in his line it might be wiser to leave the position in the north or south than in the middle, all other considerations being equal.

One last tactic, the Siragusa attack is almost unknown by even expert players at this point in time. Whoever said that *STALINGRAD* has been around so long that nothing new ever appears? The Siragusa attack is based on the principle that 2-3-6s are valuable delaying units and the Russian player needs them in the middle game when falling back from the Dnepr to the Kursk-Kharkov-Stalino line. To maximize the use of 2-3-6s as delaying units many players place them every four hexes. A German player who utilizes the Siragusa attack can make mincemeat of this position especially if the Russian army is stretched to the breaking point. The idea is to attack the 2-3-6 at 3-1, 4-1, or preferably 5-1 and retreat it *behind* the German line into a pocket if a retreat result is rolled. The 2-3-6 is then unavailable as a replacement to the Russian player because it is not eliminated, increasing the German's tempo. (See position #20).

The defense against the Siragusa attack is the "oblique line" defense. That is, defend neither along the grain nor against it. Instead defend at 30° angles to the grain. As an example, if the Dnepr is broken at Kiev you should put 2-3-6s on DD23 and FF24, *not* DD23 and GG23. Admittedly, Dnepro Petrovsk can be attacked from three hexes rather than two but this problem is not insurmountable. (See position #21 for successive use of the "oblique line").

Once all the other tactics are known and used correctly by players it may be the factor-and-hex-counter that wins the game because he puts a little more effort into his play.

Note that the tactical positions in our illustrations are "graded", high being best. You can evaluate an overall defensive position by evaluating the individual positions and assuming that *certain positions are not defensible*. The Russian player must *withdraw* to a better position *or sacrifice weak units* (usually 2-3-6s and/or some 4-6-4s). Obviously, the fewer factors sacrificed the better; the less terrain handed the German player, the better the defense. But how does the Russian player balance these two important strategies?

As a general rule, the Russian player has an excellent position if he sacrifices only one unit (if he doesn't sacrifice any units his positional play is brilliant and his opponent's play weak). Usually two units will be sacrificed a turn; rarely three. If four units are sacrificed each turn the Russian player will surely lose.

The rule of thumb for retreats is: *don't retreat more than two hexes in any area unless you are retreating to a new river or city line (doubled defensive positions) or it is the end of the game and you are retreating into the Caucasus* mountains in the southeast corner of the map. You should have a very good reason to break this rule. There are only so many turns in the game. The fewer hexes you give away to the German player the longer you will keep him from his objectives.

POSITION 21: the oblique line Note the defense using the "oblique line" foils the Siragusa attack since the 2-3-6's cannot be retreated behind German lines. Two successive defensive positions are shown. The first one includes the units shown and the second one include units shown moving to the positions indicated by the arrows. Note that x's are hexes where units will be sacrificed in the second position. EE24 should contain a 4-6-4 and the other two positions each contain 2-3-6's.

Position 22: PHILLIES DEFENSE RATING: 86
Finnish Front: B36: 5-7-4, 4-6-6; D36: 4-6-4; F35: 5-7-4; G34: 4-6-6; J31: 5-7-4, 5-7-4
STRENGTHS: S18, Brest, tactically sound
WEAKNESSES: sacrifices three units, tactical but not strategic dispositions fro turn two
COMMENTARY: At first glance hex EE12 looks weak. You could attack it from hexes DD12 and EE11, retreat the 4-6-4 to GG11 and advance—apparently trapping both the 4-6-4 and 4-6-6. They can, however, on the Russian move, retreat to GG11. Attacking BB15 from CC14 to retreat to DD15 or EE14 (by stacking German units in the rear areas) will be counterattacked.

Attacking the 6-9-6 surrounded is a common trap, forcing the brunt of the strong German units to the south where they can be bottled up.

What should you do? First of all, eliminate the three sacrificed units. Place both 7-7-6's and a 6-6-6 on LL12 with three 5-5-4's on MM9 and three 4-4-4's on MM8 with other 5-5-4's and 4-4-4's in Rumania. If the 6-9-6 does not defend along the Hungarian border on turn two the Prut will fall on turn three. If the 6-9-6 does defend the bend of the Prut will fall.

The defense appears to be very strong but it is brittle because southern front units will have to be shifted north to fill the Lwow and Brest-Nemunas gaps.
FLOW OF PLAY: This defense relies on a strictly defensive game on the main front with sacrifice of 4-6-4s and 2-3-6s when they become available in gaps between doubled defensive lines. Hopefully the units attacking the Finns and Germans up north will arrive in time to strengthen the main front before winter.

Lines of play evolve from the opening set-up. With few exceptions, the strategy of German play (not necessarily tactics or which units are placed where) is a reaction to Russian positions, especially the opening setup. Once the Russian player places his units on the mapboard part of the game is predestined. It is the German player who will take advantage of weaknesses, gain momentum, and force the Russian player to counter his thrusts. And don't think the Russian player can set up an impregnable defense. He can only minimize the weaknesses.

Because of its length of frontage and the fact that the Russian army is at full strength, the initial setup position is the third strongest defensive line on the mapboard. Only the Nemunas-Pripyat Marsh Dnestr and Divina-Dnepr lines are stronger. Make the German fight for his life here but don't lose too much yourself.

OPENING SETUPS

As you study the opening Russian setups that follow note the following hexes: S18, V19, and Brest. All of these positions are guarded—either by direct defense with units or indirect defense because they cannot be reached. All of the experts seem to agree. These hexes are very important.

After analyzing the setups, the entire front line will be analyzed as a prelude to developing proper lines of play: what you may call *grand tactics*.

In the opening phase lines of play can be categorized geographically and presented very clearly in this way. Defensive positions will be explored in four areas: *Finland*, *North* (of the Pripyat), in front of and in) the *Pripyat*, and *South* (of the Pripyat). Once the Dnepr line is breached we enter the middle game. From then on the best way to analyze positional play is along the entire front. Some players may not agree but I feel the end game begins once two of the major cities are captured. Hopefully these two cities are Leningrad and Moscow. It is much easier to defend Stalingrad in the end game than either of the other two victory cities.

Phillies Defense

Recognized as the first master of STAL-INGRAD, George Phillies paved the way for posi-

tional play by his numerous articles on tactics and strategy in the early issues of the *GENERAL*. He advocated changing the replacement rate to 4-5-6 from 4-6-8 to balance the game. After many years of controversy, the replacement rate was changed. However, he also advocated removal of units involved in an exchange based on defense factors, a misinterpretation of the original rules propagated by the assumption that the same system was used for exchange as earlier published AH games. AH did not change this rule and the Phillies defense and positional play is based on exchange at defense factors. Consequently, expert play has advanced somewhat beyond Phillies' suggestions but always using them as a base. (See position 22).

Roberts Defense

Possibly the strongest player of his time and still a contender for the classics champion of all time, Dave Roberts authored several articles and won numerous tournaments prior to Origins I. Dave dropped out of tournament play to work his farm in Houlton, Maine and design games during his infrequent spare time. Being a perfectionist his play is excellent but often appears overly aggressive. He knows what units should be where at each turn to win the game (if neither side makes a misplacement and the luck is average). Unfortunately, he most often is not playing an opponent as capable as himself and poor luck will ruin the best of calculations. Dave is afraid to wait for a mistake and tries to create them every turn. His aggressive strategy may have mellowed lately for his original winning tournament setup (position #23—TAKE WARSAW) has recently been scrapped and a new setup created (position #24.)

I have never seen Dave Roberts in action as he crushes the Germans in Poland. My original strategy with the Russians was to attack the Germans. I even wrote an article for a spirit master magazine on the strategy back in the stone age of wargaming. But I quickly dropped the strategy as the replacement rate dropped to 4-5-6. Dave still uses it, although infrequently. Here's a description of a game against Carl Knabe with Dave as the Russians:

"The reader to whom my setup seems unlikely will probably be absolutely shocked to learn that it is designed to maximize my chance to capture Warsaw! Even further shocked that when this match was arranged, our Kindly Editor (Don Greenwood) stipulated that I would *have to capture* Warsaw or the game probably wouldn't be used. Not only is this long suffering staff required to labor long hours for no pay (1973), but we have to accomplish the impossible to get our names in print.

But, fool that I am, I'm not discouraged. Actually I've been trying this several years in tournaments with considerable success. What is required is to hold maximum territory, and tempt the

Position 23: ROBERTS' TAKE WARSAW ATTACK RATING: 84
Finnish Front: A39: 4-6-6; D37: 4-6-6; G34: 4-6-6; J31: 5-7-6
STRENGTHS: Brest; only sacrifices one unit
WEAKNESSES: Finnish front is brittle; the Russian position could be crippled by low odds attacks if the German player gets lucky
COMMENTARY: Don't lick your chops too fast if you're the German player. Numerous 3-1's and low odds attacks are available but Dave has developed this defense (attack) with knowledge of *every* German unit, not just what strength of units the German has. Consequently only about three positions could be attacked at 3-1 or better (besides the 2-3-6 on X15). And all of these positions must be soaked-off against. The strategy behind this defense is unique. The Russian player attempts to win the game early by attacking and crushing the German player.

Conservative play with selective low odds attacks can cripple at least the intent of this defense (attack). The 4-6-4 on LL14 can be attacked at 3-1 without a soak. A 6-6-6 can soak-off against the units on Y16 at 1-6 from Y15. This allows the right combination of units to kill the 2-3-6 from W15 and/or X14 and attack the 4-6-4 on X16 at 5-1 with the 5-7-4 attacked at 1-2. A 5-7-4 on U18 can be attacked at 3-1 and the other four 5-7-4s on U and V18 can be soaked-off against at 1-3 with two 5-5-4s. If the German player wants to be daring he can attack CC14 at 1-1 (but I wouldn't recommend it since the German player will need every available unit for turn two).

Using these attacks will eliminate between one and five Russian units for 3 to 29 defense factors (probably 3.2 Russian units and 14.5 defense factors). The German player will lose between 0 and six units for a range of 0 to 29 attack factors. (Probability indicates 2.7 German units for 12.3 attack factors).
FLOW OF PLAY: The Russian player will attack, attack, attack. If the German player positions his units correctly he will ultimately turn the tide (with average luck) and go on the attack himself against a much weaker Russian army.

Position 24: ROBERTS DEFENSE RATING: 93
Finnish Front: J31: 5-7-4; A38: 5-7-6; D37: 4-6-6; G34: 4-6-6

STRENGTHS: Brest
WEAKNESSES: Finnish front is brittle

COMMENTARY: As with the Take Warsaw defense, Dave studies the whole German army in arriving at this defense. It is obviously the best one included here. The 5-7-4 at NN14 is weak. The 2-3-6 at X16 could be attacked from Y15 and buried into Germany with a D Back result so that the German units could advance into X16. The U18 and V18 positions could receive the same type of attack as described in the Take Warsaw defense. The same comment applies to CC14. But all in all this defense is almost perfect—just about the best defense you could develop based on probability and experience.

I would place the 5-7-4 at JJ12 on NN14 and the 2-3-6 on X16 on X15. With these changes I would increase the rating for the Roberts defense to 95. It's just about the best there is.

FLOW OF PLAY: Sacrifice of a minimum number of units on the main front is the way to play these days. The Finns can be held with proper play or counterattacked if the German player makes mistakes. Leningrad and maybe even Moscow could fall but Stalingrad is many, many hexes away. Obviously this is the strategy many experts find is the winning strategy and the Roberts defense makes it into a work of art.

German to take risks. If he has less than average luck it is quite possible that a carefully conducted offensive will reach Warsaw.

June '41 So he knocks off eight of my pieces, always discouraging! But after looking over things I note that he is extremely weak on the main front, he has barely three attacking stacks available. If the attrition ratio had not been extremely high and unfavorable to me, I think anyone could envision the fall of Warsaw in this position. Even as it is I am not prepared to give up. If I can again induce him to take risks and he loses, I may pull it off.

In consideration of my Editor's stipulation I considered an all out offensive against Warsaw, although normally I would automatically convert

to a defensive here trying to conserve every possible unit. With perfect luck I could take Warsaw, but that is obviously absurd to play for. The move given helps the relative attrition somewhat and still tempts him to moves that accomplish the objective for me if he is unlucky.

I think it only fair to mention that Carl attacked at 2-1 and 1-1 with exchange and D Elim as results in that order. The other attacks, except in the U18 and V18 area were also lucky.

July '41 Well I tempted him all right. Again he attacks with massive low odds attacks, but not a single A Elim! Destroying my 4 cav at 1-2 is particularly serious because now I can't 3-1 proof the Nemunas this turn. I feel that the 2-1 in the south

was misdirected. He is risking the bulk of his fighting power for an objective of limited utility. If he wanted to risk this, I think he would have been better off attacking HH14 to link up his fronts. HH16 would have been even better. If he is going to get the D Elim, I'm glad he got it where he did."

The game continued but Dave did not get a chance to take Warsaw because of Carl's continuous luck. The game was played out until October '41 when Carl dropped out of sight, and . . . apparently wargaming. Even with Carl's early successes Dave's position was pretty strong. The game illustrates an important point using the Take Warsaw strategy: If the German gets lucky and doesn't make mistakes you can still retreat and win the game that way.

Siragusa Defense

It was Paul Siragusa in a tournament in Maine who stopped Dave Roberts in the final round. And he had the Germans! Paul's two appearances at Origins positioned him well in the standings. His best showing occurred at Origins I where he finished third. Not afraid to counterattack as the Russians or take selective low odds attacks as the Germans, Paul's play is deadly. At times he defends with trap positions showing he is a successful counter puncher. The defense by the Russians in Finland is just such a trap. Once on the offense he takes command of the situation immediately (see position #25).

At the time of this writing Paul's A.R.E.A. rating puts him among the top 15 players in that pool of postal players. Were he to engage all those rated higher on the list in *STALINGRAD* I have no doubt that he would be rated considerably higher.

Bakulski Defense

Paul Bakulski only played in one tournament: the AH500 at Origins II which he won (defeating his brother, Dave, who came in second—I have yet to beat Dave and have only won one game as the Russians against Paul). Paul's play is very conservative and calculated and he never loses his cool. I guess that's the lawyer in him. Feeling the Russian side cannot lose with perfect play Paul rarely counterattacks unless to hold a river line that has been breached by a low odds attack. If he were an A.R.E.A. rated player his rating would surely be above 1900. His defense (position #26) shows reliance on time tested play. He attacks the Finns—none of this hypermodern idea of defending up there.

Huffman Defense

Phil was the highest rated player (A.R.E.A. 1981) to submit a setup claiming *STALINGRAD* as his best game. He prevents 3-1's in non-essential areas and counterattacks any breaches of river lines at 5-1. He does not attack early but crushes any bridgeheads on the Nemunas. In this way he cannot lose the game because the German player is lucky. As an attacking Russian you can also "get lucky" negating German luck. Note that his setup shows that he would rather give 3-1's against a 4-6-4 than 7-1's against a 2-3-6 in the early turns. Saving a 2-3-6 for sacrifice in a later turn but before reinforcements arrive is a hypermodern tactic based on the idea that the 3-1 can yield a D Back 2 or an exchange and a 4-6-4 must be sacrificed later at 7-1 if none of the 2-3-6s are available (See position 27).

Packwood Defense

"No one defends Brest like I do" is the best way to describe Steve. His A.R.E.A. rating (1896) and tournament showing (first at Origins IV) show him to be a capable, experienced player. He was defeated by Paul Bakulski at Origins II, but he showed his expertise by defeating me with the Germans in the semi-finals at Origins IV. Steve

Position 25: SIRAGUSA DEFENSE RATING: 87
Finnish Front: J31: 4-6-6, 4-6-6; I36: 4-6-4; D40: 5-7-6

STRENGTHS: S18, numerous traps and soak-offs required
WEAKNESSES: Finnish front is brittle, Brest (?)

COMMENTARY: Units on LL14 should be attacked at 5-1 and 1-2 with appropriate soaks against KK14. The other alternative of attacking NN14 with appropriate soaks is a bit more risky because of the two chances of exchange at 3-1 against a doubled 5-7-4. The entire southern attack could stall if that happened.

The sacrifice units should be gobbled up at 7-1.

Two other possibilities exist on the main front. The units at CC14 could be attacked at low odds: one 1-2, two 1-2's, one 1-1, a 2-1 and 1-2, etc. The other possibility (which Dave Roberts recommends) is to attack Brest in spite of the required soaks. A 7-7-6 and 6-6-6 attack the units on BB15 and two of the 5-7-4s in Brest at 1-6. An 8-8-6 attacks the three units on Z16 at 1-6. Three 8-8-6's on AA14, a 5-5-4 and 6-6-6 on Z15, and a 7-7-6 on BB14 attack the 5-7-4 in Brest at 3-1. Appropriate soaks are made against CC14 from CC15. Note that the 3-1 against Brest is a mixed blessing. It lowers the attacking force in the south. It also severely weakens the German panzer forces assuming that the two 1-6s are A Elims. With those 21 factors of armored units gone, the German army is not strong enough to mass a 3-1 against a 7-10-4 in a doubled position attackable from three hexes. Of course, Brest will fall since units in Brest would have to soak-off against three 8-8-6's doubled. But is the city worth it?

Along the Finnish front, one of the units at J31 should be attacked at 3-1 and the other soaked-off against at 1-3 from hex I32. The last Finnish unit (2-2-4) should be placed on hex F33.

FLOW OF PLAY: The Siragusa defense is designed to destroy the German through attrition and counterattack along river lines and from doubled positions whenever the opportunity presents itself. The initial setup presents many traps that have far reaching consequences in the turns to follow.

sacrifices non-essential terrain (position 28) and makes sure you do not attack the positions he deems essential. The number of units sacrificed and the consequences of good German luck make this strategy difficult for a beginner.

Zajicek Defense

Jim (A.R.E.A. rating 1865) really knows his probabilities. This fact coupled with experience and timing make him a formidable opponent, although *WATERLOO* is his first love. His strategy is the opposite of Packwood's. He makes the entire line as rigid as possible, forcing the German to commit his forces and lose the game by loss of the German army through attrition (soak-offs and exchanges against doubled positions). See position 29. I don't think Jim has lost more than one game as the Russians. He claims he doesn't know how to play the Germans well but he could have fooled me. I'll be lucky to split a match with him by mail.

Angiolillo Defense

I have included my own setup not so much to toot my own horn as to be complete. My A.R.E.A. rating (1867) and showing at the AH500 (third) give me some of the necessary credentials. I was taught the right way to play by Bakulski, Siragusa, and Roberts, but I think I took some of their teachings and allowed my explosive nature to show through.

As far as my play goes, I'll attempt to criticize it based on observations made by others. Self criticism is probably the hardest criticism.

Paul Bakulski noted that my strongest play occurs in the end game closely followed by the opening. Paul Siragusa remarked that if things fail to go the way I anticipate, I often fall apart. He is especially right about the first tournaments I entered.

As far as flow of play is concerned I am not afraid to counterattack nor retreat when need be. I play best when I have both 7-10-4s and the 6-9-6 (my queen and two rooks). Without them I am at a loss. I also know when I'm losing and am not afraid to let the die determine the outcome at that point (See position 30).

Other Defenses

Most of the other setups found in the *GENERAL* are not quite as good as those shown here. Notable exceptions are the Baruth and Gygax defenses. The Baruth Defense would have been included here if a 2-3-6 at BB15 were replaced with a 4-6-4, making the 6-9-6 at Brest 3-1 proof (Dave Roberts found this weakness in the defense after the Series Replay was published and both myself, and Paul Bakulski missed it in the commentary). For those readers who own most of the issues of the *GENERAL,* I have rated Russian defenses previously published therein in Table A (high numbers are better; 60-69 fair, 70-79 average, 80-89 good).

STRATEGY IN THE OPENING

Probably the most controversial topic in Russian play that has evolved is what to do against Finland. As the replacement rate dropped from 4-6-8 to 4-5-6 the Russian player became more and more aware that conservation of units was his principle worry. He could not throw away his army with tactical blunders and risks and win the game because of the vast resources of limitless space and replacements.

The experts disagree. Phillies, Bakulski, Zajicek, Packwood, and Huffman attack Finland. Roberts, Siragusa, and Angiolillo defend against the Finns or wait for the German player to make a mistake on that front. How many units do the experts place in Finland? Table B illustrates the two opposing strategies:

Position 26: BAKULSKI DEFENSE RATING: 90
Finnish Front: A36: 4-6-4; B36: 4-6-6; D36: 5-7-4, 4-6-4; C34: 5-7-4; J31: 4-6-6, 4-6-6, 4-6-6
STRENGTHS: Brest, S18
WEAKNESSES: NN14
COMMENTARY: One of the 5-7-4's on NN14 should be attacked at 3-1 and the other soaked-off against at 1-3. One unit on LL14 should be attacked at 3-1 and the other at 1-2. The necessary soak-offs should be made against KK14 from KK13.
The German player may also wish to attack hex CC14 at low odds, either 1-1 or 1-2. 2-3-6s on U18 and X15 will be attacked at 7-1.
Despite the eight units used to attack Finland, the main front is very strong. Paul's setup is sturdy and conservative.
FLOW OF PLAY: Units in the south will immediately pull back behind the Dnestr-Prut line to avoid German low odds attacks. The EE12 to Brest defense can be maintained for another turn and a sacrifice unit can be placed in the gap at X17. The Russian retreats slowly sacrificing as few units as possible and still preventing 3-1s. With Finland crushed, the victorious Russian forces bolster the main front. There is very little attacking other than in the early turns against Finland.
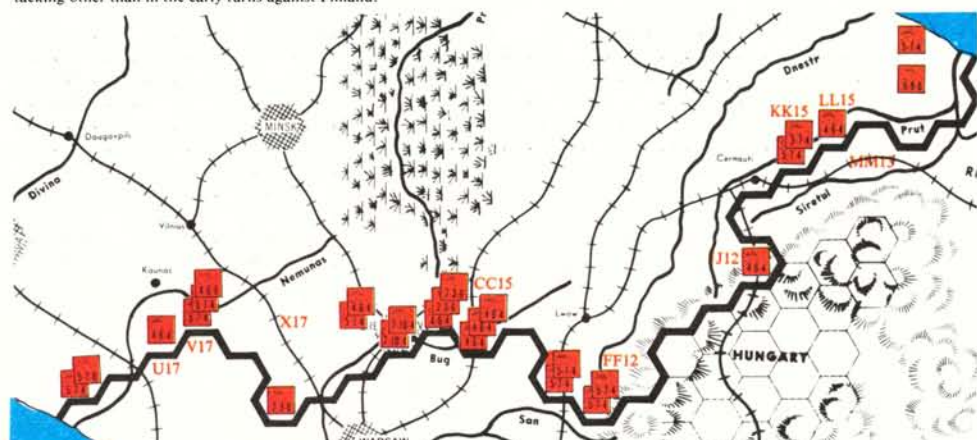
Position 27: HUFFMAN DEFENSE RATING: 88
Finnish Front: C36: 4-6-4; F35: 5-7-4; B36: 5-7-4; D36: 4-6-6; J31: 4-6-6, 4-6-6
STRENGTHS: Brest
WEAKNESSES: LL14
COMMENTARY: LL14 should either be attacked at 3-1 from MM13 or 5-1 with appropriate soaks against KK14. (As a matter of fact the 4-6-4 on JJ12 would be better placed on LL14—increasing the rating to 89). U18 should be attacked at 6-1 with a 1-5 against V18. CC14 invites a 1-2. Should FF11 be attacked? That's a matter of taste.
FLOW OF PLAY: The defense is designed to keep the Germans in Poland from linking up with the Germans in Rumania. By positioning units at FF11, if it is not attacked, EE12 and FF11 will be very strong next turn. Units in the south can pull back to the Dnestr-Prut line while units in the north hold the Nemunas-FF11 line with one sacrifice at X17.
Phil does a lot of counterattacking and can do so as long as he has the interior lines by dividing the Germans in Poland from the Germans in Rumania.
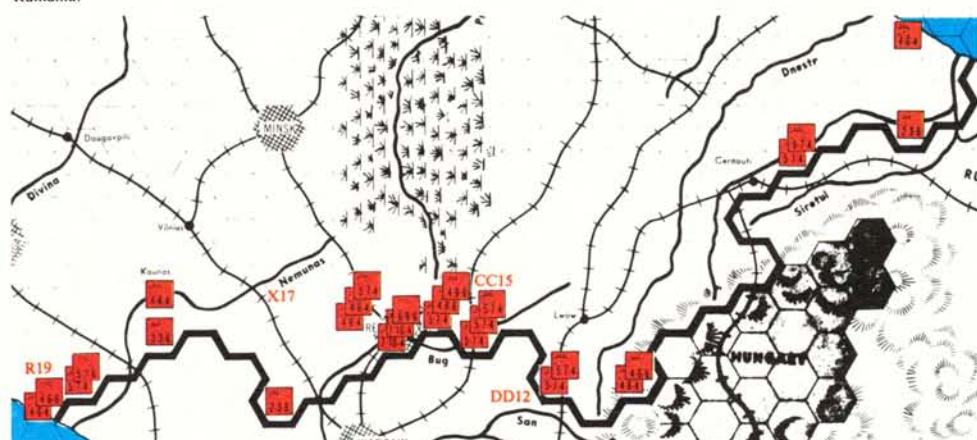
Position 28: PACKWOOD DEFENSE RATING: 85
Finnish Front: A36: 4-6-4; B36: 4-6-4; C36: 5-7-4; D36: 5-7-4; F35: 4-6-4; G34: 4-6-4; J31: 5-7-4
STRENGTHS: Brest, S18
WEAKNESSES: sacrifices three units
COMMENTARY: Getting three units free is always a treat. Units at CC14 invite two 1-2s, one with a 4-4-4 and 3-3-4 and the other with a 4-4-4. The other positions do not invite low odds attacks. German units should be placed for maximum effect on turn two.
FLOW OF PLAY: Standard retreat to the Dnestr-Prut line in the south continuing along the Hungarian border to EE12 to Brest to the Nemunas with a sacrifice unit at X17. The defense places strong forces at the critical points with sacrifice units in between, hoping to channel the German attacks and rely on the reinforcements from the Finnish front and the time limit to win the game.

Table A

RATINGS OF PREVIOUSLY PUBLISHED DEFENSES

rating	issue		defense	strengths	weaknesses
72	V1	N3	Knabe	tactically sound	attack 7-10-4 in Brest at 1-2 attack 7-10-4 on S18 at 1-2
62	V1	N3	Zocchi	none	attack 5-7-4 on S18 at 3-1 or 6-9-6 in Brest at 3-1
79	V1	N6	AH	tactically sound	attack 7-10-4 in Brest at 1-2 attack 7-10-4 on S18 at 1-2 attack 5-7-4 on V19 at 1-2 or 1-1 units on HH14 and HH15 are not necessary
68	V2	N1	Schneider	Brest can be assaulted but not taken	attack two 4-6-4's on X16 at 3-1 and the other at 1-2
68	V2	N1	Shagrin	tactically sound	attack 6-9-6 on S18 at 1-3 with units behind to retreat to U18 attack 4-6-4 on LL14 at 5-1 attack 7-10-4 in Brest at 1-2 attack units on CC13 at 1-2
73	V2	N1	Bullis		attack 6-9-6 in Brest at 3-1 attack 7-10-4 on S18 at 1-2 attack 5-7-4 on V19 at 1-2 or 1-1
71	V3	N1	MIT	lots of units near S18 tactically sound	attack units on S18 with three 1-3's with units behind to retreat to U18
75	V9	N3	Lambert	S18 tactically sound	units on CC23 should be used to defend the line
70	V10	N4	Oleson	Brest tactically sound	attack 5-7-4's on S18 at two 1-2's with units behind to retreat to U18
74	V11	N3	Shalvoy	Brest S18 tactically sound	attack 5-7-4's on S18 at two 1-3's with units behind to retreat to U18 attack units on hex CC13 at 1-2
80	V11	N4	Gygax	Y16, Z16 tactically sound	attack units on CC13 at 1-2 attack 7-10-4 in Brest at 1-2 attack 7-10-4 on S18 at 1-2
69	V11	N5	Reed	Y16, Z16 tactically sound	attack 6-9-6 on S18 at 1-3 with units behind to retreat to U18 attack 7-10-4 in Brest at 1-2 attack 4-6-4 on LL14 at 5-1
82	V14	N3	Baruth	only one sacrifice	attack 6-9-6 in Brest at 3-1 attack 7-10-4 on S18 at 1-2 attack 5-7-4 on NN14 at 3-1

Position 29: ZAJICEK DEFENSE RATING: 82
Finnish Front: B36: 4-6-6-, 4-6-4; D36: 4-6-6; F35: 4-6-6, 4-6-4; J31: 4-6-6, 5-7-4, 5-7-4
STRENGTHS: Rumanian front, S18
WEAKNESSES: sacrifices three units, Brest

COMMENTARY: The three sacrifice units should be destroyed at 7-1. Avoid the trap of placing armor units on DD13. With all those units in the south not doing anything they could be counterattacked. The 1-2 against Brest is a must. On a D Back 2 retreat the 7-10-4 to CC13 and advance all German units. The position can be counterattacked but the Nemunas would then fall!

As in the Phillies defense the problem results next turn as the south must be stripped of units and the Germans can advance through Hungary and from Rumania.
FLOW OF PLAY: Standard retreat sacrificing units in the gap but seldom counterattacking. Hold the key positions expecting the German army to batter itself out as the reinforcements from the Finnish front and replacements from the interior rebuild the Russian army.

Position 30: ANGIOLILLO DEFENSE RATING: 91
Finnish Front: D40: 2-3-6; H35: 5-7-6; J31: 5-7-4; L33: 4-6-6
STRENGTHS: Rumanian front, CC14 from all but 1-2
WEAKNESSES: Finnish front is brittle
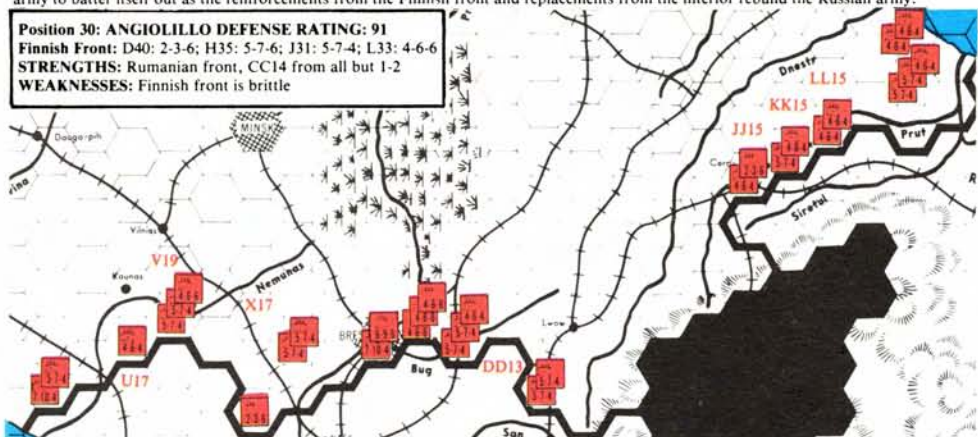
COMMENTARY: Attacking the 5-7-4 at J31 results in the loss of the entire Finnish force (if the odds are 3-1). Another trap, a bit more subtle, is the 5-7-6, which if attacked at 3-1 will result in the ultimate loss of the entire Finnish force in three turns (especially if the 3-1 is a D Back 2).

Attack the 4-6-4 on U18 at 6-1 with a 1-5 soak. Attack LL14 at 3-1 and 1-2 with a soak against KK14. The only way to attack CC14 is with a 1-2 with 11 factors. Whether the attack should be made at all is another question.
FLOW OF PLAY: Russian units will be moving their entire movement factor to reach key hexes in the turns that follow (the 2-3-6 at D40 should head south; the 2-3-6 at JJ14 should be on hex X17, etc.). Consequently, the first few turns should see no counterattacking on the main front, except to retake V19 if the opportunity presents itself. Attack the Germans in Finland if they fall for any of the trap positions or make a mistake.

TABLE B:
THE FINNISH FRONT

Player	Units Committed			Factors Committed	
	5-7s	4-6s	2-3s	Attack	Defense
STANDARD RUSSIAN ATTACK:					
Bakulski	2	6	—	34	50
Zajicek	2	6	—	34	50
Phillies	4	3	—	32	46
Packwood	3	4	—	31	45
Huffman	2	4	—	26	38
HYPERMODERN RUSSIAN DEFENSE:					
Roberts	2	2	—	18	26
Siragusa	1	3	—	17	25
Angiolillo	2	1	1	16	23

German Finnish Defense

Although this article is mainly an article on Russian defense, some mention should be made of German defenses in Finland. The better the German defense the longer Russian units will be away from the defense of the main front. Three defenses have evolved although many variations of these defenses are used.

The first sample is the Knabe defense. Carl places a valuable 6-6-6 in Finland to hold Helsinki through the winter. He sacrifices two units per turn in the northern clear terrain hexes and hopes that this will hold the Russians as long as possible. He may be right. See position 31.

Position 31: German armor in Finland

The second defense, the Clark defense used by expert player Ray Clark, his defensive setup is not included in this article because he changes it at each tournament based on his mood that day) uses three

stacks of units, tempting the Russian player to attack at 3-1 with a soak-off or high odds with a soak-off. In either case the Russian player could lose units in an exchange or soak-off. See position 32.
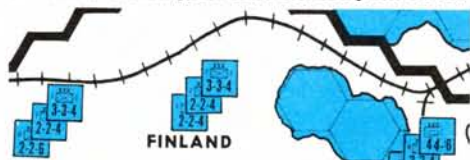
Position 32: Clark Defense The emphasis is on causing Russian losses with an exchange or low odds soak-off attack.

The third defense, the Angiolillo defense, forces the Russian player to attack from exterior lines where he has less mobility. It analyzes the particular units involved in the Russian attack, uses only one sacrifice unit per turn, and stops 3-1's against stacks and a 3-1 against the valuable 5-5-4 that will be the final defense in Helsinki. The defense is characterized by placing a German 5-5-4 and 3-3-6 in Finland and sacrificing one delay unit per turn in the center of the line. See position 33.
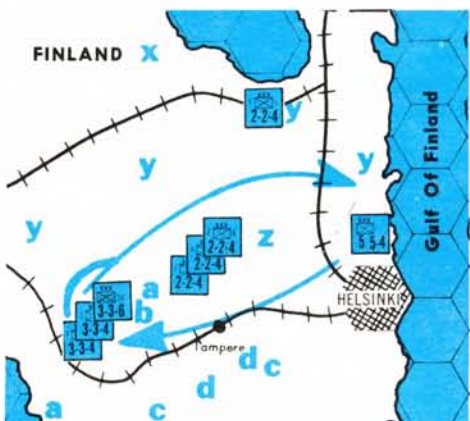
Position 33: Angiolillo Defense The positions of units are positions used by all but the Phillies defense. Units can be repositioned by following the arrows for the Phillies defense. In other (weaker attack) defenses that use mainly 4-6-4's the sacrifice unit can be placed in the hex north of the one marked X with proper units to prevent 3-1 against the stack on hexes marked Y. On the second turn a sacrifice unit should be placed on hex Z with a 3-3-6 in Helsinki and 3-1 proof stacks on hexes marked A. On turn three a sacrifice unit can be placed on hex B with 3-1 proof positions at Helsinki and hexes marked C or defending on hexes marked D with the 5-5-4 in Helsinki.

Russian Main Front Defense

Russian defensive positions along the border can be characterized along three lines: 1) Finnish defense/Main Front attack, 2) Finnish defense/Main Front defense, and 3) Finnish attack/Main Front defense.

The first two strategies use the hypermodern defense along the Finnish border. Dave Roberts prevents 3-1's or takes Helsinki. Paul Siragusa defends with a counterattack potential if J31 is attacked. I defend with traps set at J31 and H35.

The other two strategies will be described by actual positions with the assumption that the German player does not make low odds attacks. Units noted with an asterisk are units that are not essential to prevent 3-1s and can be used to counterattack or plug up other positions if the German player gets lucky with low odds attacks. The positions also assume that the German player places enough strong units in Poland to attack a 7-10-4 in a doubled position attackable from three hexes. If the German player does not place his forces in this way, the necessary units may be taken from the north to reinforce the southern positions, making them almost impregnable.

Finnish defense/Main Front defense

Positions number 34 through 39 illustrate successive positions that are very strong and sacrifice a minimum number of units.
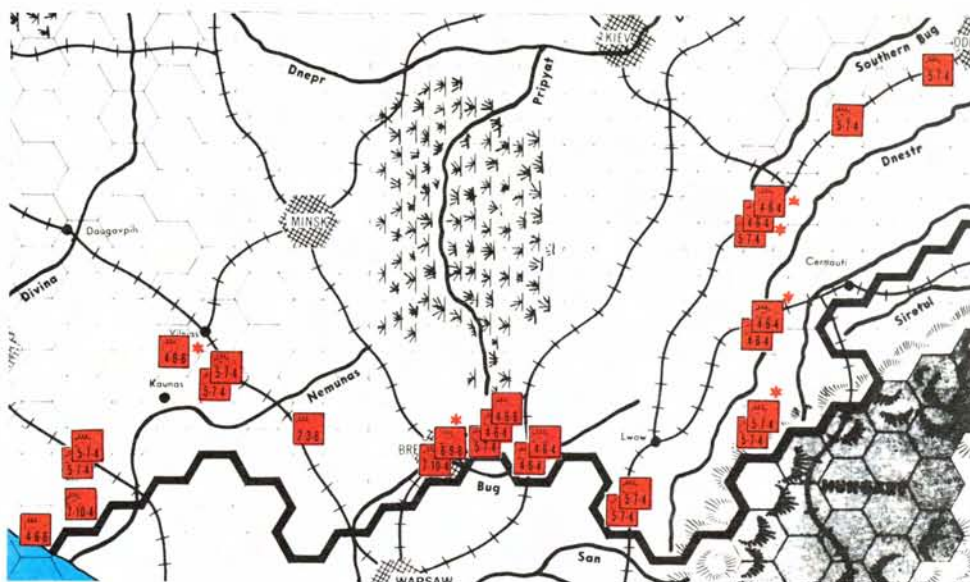
Position 34: JUNE 1941 Finnish defense/Main Front defense. All positions assume D Elim at 3-1 or better with no low odds attacks. Asterisk units are not needed to prevent 3-1's.
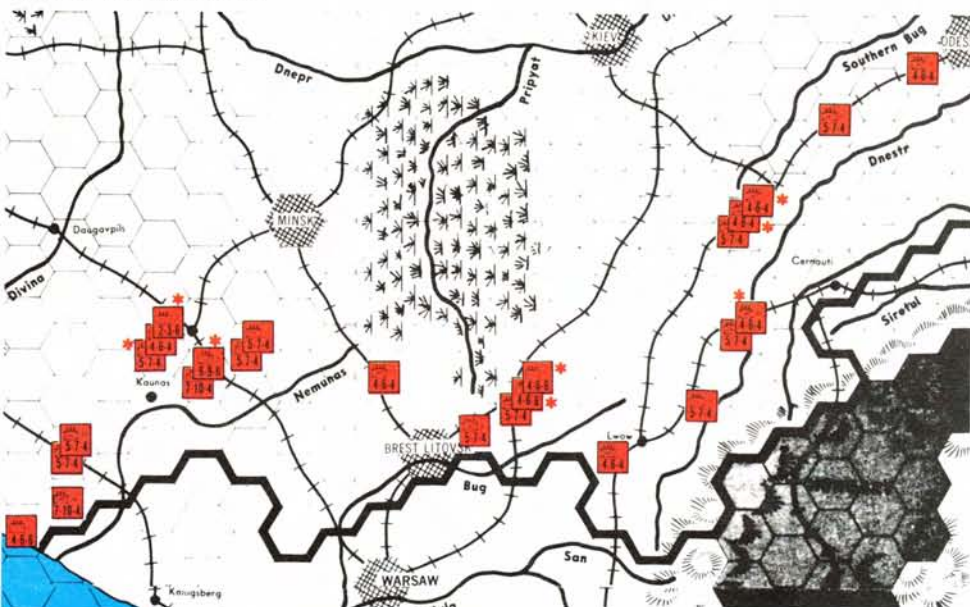
Position 35: July 1941 Finnish defense/Main Front defense. Note that as the turns go by and the front expands the Russian has less and less units with which to counterattack (asterisks) which are not needed elsewhere to prevent 3-1 attacks.
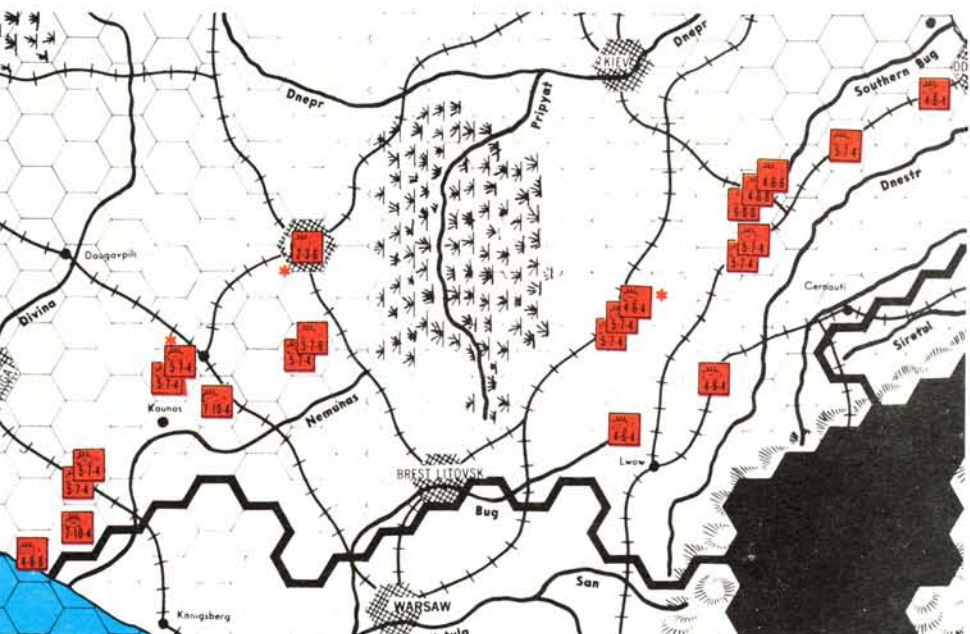
Position 36: AUGUST 1941 Finnish defense/Main Front defense
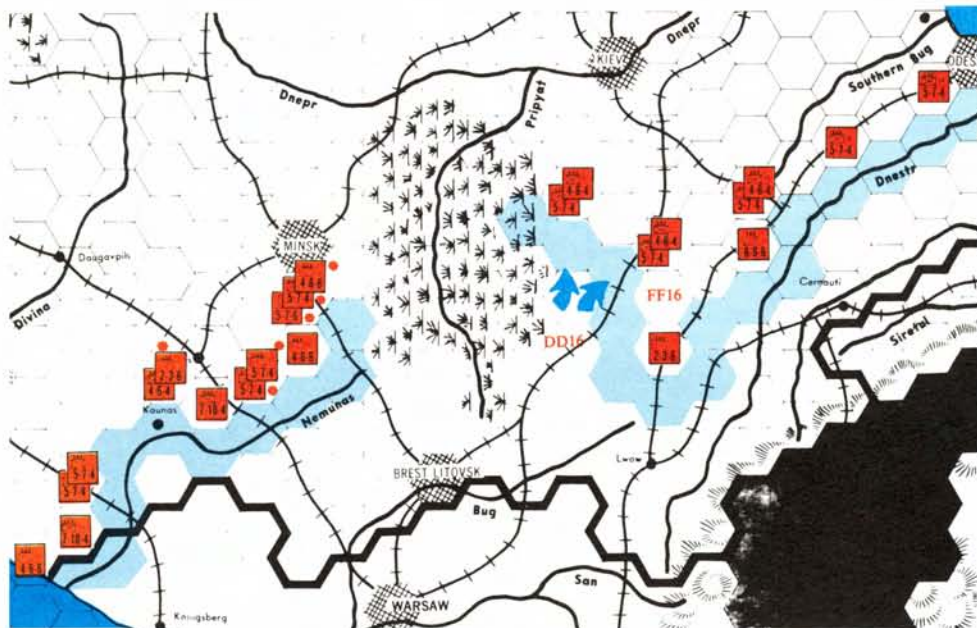
Position 37: September 1941 Finnish defense/Main Front defense. The interlocking Russian zones of control are shown in light blue. Note that the little 7th Armored at FF15 not only contributes five zones of control to the Russian defense, it also funnels any German attempts to attack other Russian units at basic odds through DD16 thus assuring that the stacks at CC19 and FF17 can be attacked from only one hex.
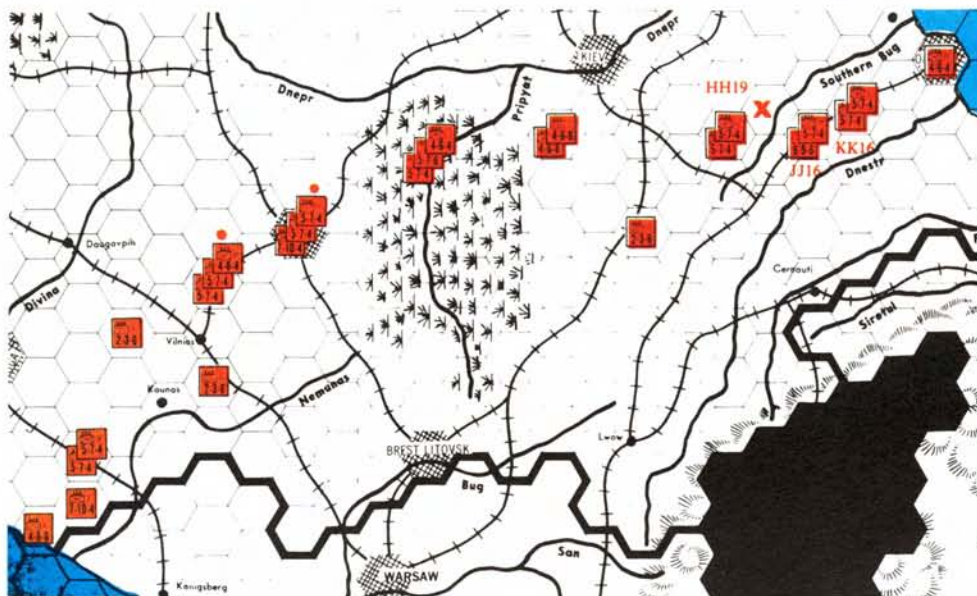
Position 38: OCTOBER 1941 Finnish defense/Main Front defense. In the south the 6-9-6 should be defending alone in the hex if a 3-1 cannot occur. Otherwise, the 6-9-6 could defend at HH18 when a 3-1 is not available. If all else fails stack the 6-9-6 and a 5-7-4 on HH18 with two 5-7-4's on hexes JJ17 and KK17. This will allow a 3-1 but with maximum soaks. The position shown assumes a 3-1 is not available against a 5-7-4 doubled on hex JJ17. Hex X could be defended with two units or the 6-9-6 forcing a soak against hex JJ17.
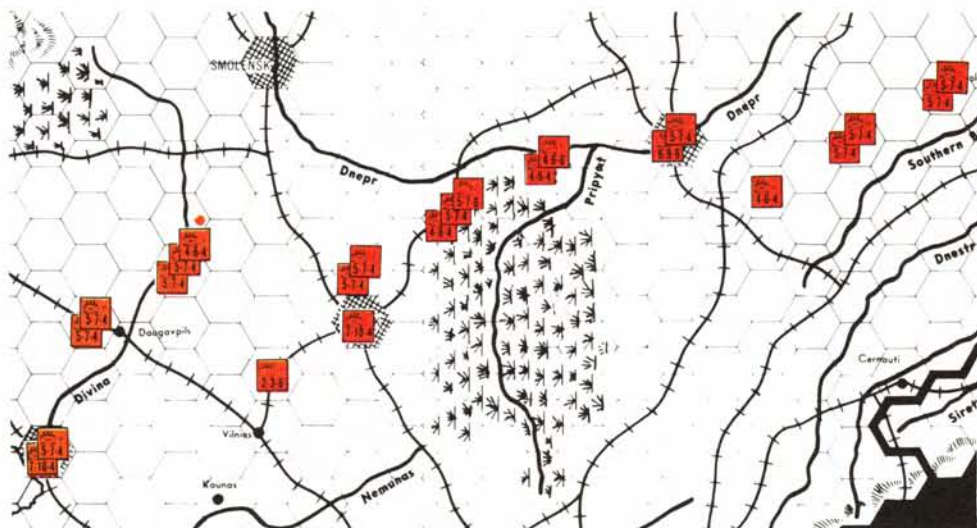
Position 39: NOVEMBER 1941 Finnish defense/Main Front defense. This position assumes the loss of a 5-7-4 in the south in October 1941.

Finnish attack/Main Front defense

This strategy is the standard that has evolved with the game. It has been used and reused since the early issues of the *GENERAL*. Because it involves fewer Russian units on the main front than the previous strategy, the main front is much more brittle—until the attack force arrives from Finland, like the cavalry from the movies of yesteryear.

At this point we should bring our discussion to a close. We have not discussed everything one needs to know to become an excellent *STALINGRAD* player, nor even a major fraction of it. However, discussions of the standard defense have appeared before many times and any really interested reader can find and gain access to them with the recently published *GENERAL* index. Especially recommended are George Phillies' discussions of the End and Middle Game. ☆

THIRD REICH '81

Few wargames have maintained their popularity over the years as well as *THIRD REICH*; the winner of various hobby "Best" awards, and to this day the holder of *CAMPAIGN* magazine's "Best Game of all Time" honors. This popularity is even more remarkable in light of the game's admittedly poorly developed rules. In recognition of the special qualities of this title, Avalon Hill has put *THIRD REICH* through the development process again. A team of *THIRD REICH* enthusiasts from all around the globe was assembled to test the revised edition. Years of experience with the earlier edition helped formulate the revision during a blind playtest session. The results have been more than gratifying with our most enthusiastic testing response ever.

THIRD REICH '81 is much more than a cleaned up version of the old game, although the rules presentation itself is much improved over the first edition. Among the changes is a completely revised mapboard with terrain changes that have profound effects on the game, while being both more functional (no ambiguous hexes) and attractive. The scenario cards have been revised to provide more useful information at the player's fingertips and also provide the U.S. and French players with their own separate cards.

However, the biggest change is in the rules themselves. Not only are they more complete and better organized, but they contain many design changes which drastically improve play of the game. Paramount among these changes are revisions to the Strategic Warfare rules which bring the U-boats under control by 1944 and account for the Luftwaffe's absence from the battlefield as they are withdrawn to protect the Reich from Allied strategic bombing. A free Russian Replacement rule portrays the influx of Siberian forces at the crucial point of the Eastern Front, and major changes to the Murmansk Convoy rules make that aspect of the game almost a game in its own right. A completely new innovation is provided in the form of Intelligence and Foreign Aid rules which allow more political maneuvering outside the purely military sphere of the game.

THIRD REICH '81 consisting of new scenario cards, 36 page rulebook, and mounted mapboard is available now from Avalon Hill for $9.00 plus 10% (20% for Canadian, 30% for overseas) postage charges from: The Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. Maryland residents please add 5% state sales tax. *THIRD REICH '81* may not be available in your stores for some time due to the presence of old stock on the shelves. If you buy a new *THIRD REICH* game at your store be sure to look for the "New Revised 3rd edition" label on the cover.

One of the many types of Jolly Rogers

Captain William Kidd's "Adventure Galley"

HOISTING THE JOLLY ROGER

PIRATES IN WOODEN SHIPS & IRON MEN   By Michael Turner

I am always amazed at the sheer enjoyment I allow myself whenever I play WOODEN SHIPS AND IRON MEN *(WSIM)*. The game is, oh, soooo wonderful and let me tell you this: when I start to maneuver a fleet of SOLs I can smell the salt in the air and feel the spray on my back. *WSIM* is a gamer's game and don't be fooled by those guys in the army fatigues bought from the local ARMY/NAVY store that keep yelling about overruns, and T-34s, and Panzers, and Tigers, and all kinds of strange animals direct from the conflict simulations zoo. Just sit back and smoke your filtered cigarette and drink your bottle of Perrier and begin to tell them of the sound of a thunderous broadside and the intricate maneuvering you just pulled off against none other than Nelson himself. Convince them that *WSIM* is just about one of the greatest wargames on the market. Try and get it through their self-lobotomized brains that you can care less about those Russian infantry capabilities and that the effect a number three Frigate has on an ill-placed Sloop is much more authentic, pyrotechnical, and just damn more exciting.

Well, do you have their attention, however slight it may be?

Good.

Now listen to this. Even though I think *WSIM* is *the* wargame on the market and that it is, hands down, the best wargame Avalon Hill puts out (in spite of those RBG rating charts), I don't really think all the possible scenarios have been covered.

I know! There have been articles covering just about every historical period in which sailing ships fought it out among each other. The British, French, Italian, Russian, Swedish and Dutch fleets are all properly reconstructed and nice scenarios are written up. But, one period and one group of fighting ships remains latent.

So . . .

Let me tell you a story.

There is a sandy stretch of beach somewhere on some lost, forsaken island tossed in an empty Caribbean sea. There, among the tall palms, under the lonely sand of the island, lies hidden, perhaps, the riches and fortune of the pirate, Captain Kidd. Yet, the treasure and how it got there is but a small part of Kidd's story. What took place during that era when piracy took a stranglehold on world sea trade is far richer than any treasure. For it is the story of men whose lives took a turn which they, in

many ways, were forced into. A time when the pirate was heralded not for his black deeds but for the life he managed to carve out for himself. During a time when it was better to chance becoming a pirate and the opulence it entailed, than to live in poverty and hunger on the land; fighting for what scarce jobs were offered. It was no wonder then, that taverns were full of men who secretly idolized and talked in hushed voices about the pirates of the day.

Piracy, and especially sea piracy, has been around ever since the transportation of valuables and wealth tempted men to take from others. The Golden Age of piracy occurred from the 1630s to the early 1700s. It was during this time that the most famous pirates came into being. They scourged the high seas, concentrating on the main trading lanes where the wealth gathered and floundered in its feeble attempt to thwart capture by these lurking nemeses of the ocean. The Caribbean, Madagascar, the Red Sea, and the coast of the British colonies of America were the most frequent haunts of pirates. They were indeed cruel and heartless just as any criminal should be. Many attempted to escape the life of crime they were enduring on land by signing on with any pirate vessel they could get close to, taking their chances with the hangman's noose.

The history of pirates is one of personalities. The pirate leaders, with their huge egos and cunning minds, ruled the horde of buccaneers that sailed these rough seas (yet, overall, pirate captains, if, over some reason or other, displeased their crew, could be overthrown and a new pirate captain installed in his place). These men usually lived lives, prior to their piracy, of wealthy gentlemen. A few never crossed the line between respectable and criminal by becoming privateers, hired by the major powers to harrass and destroy enemy shipping. And, yet again, others crossed the fine line separating privateers and pirates much too eagerly.

The Golden Age of piracy, that period of time when piracy was at its zenith of efficiency and quantity, was only a scant 100 years. The geographical location of piracy was, theoretically, the entire navigable world, yet, the pirates seemed to be drawn to only a few, scattered locations. These areas, however, were the spokes in a huge wheel of commerce and golden treasures duly bound for Persian kings and European empires.

Pirate activity was sparse and underdeveloped before the 1600s and declined under increased surveillance between the major powers until, even today, it essentially exists in only scattered, separated sections of the world.

Piracy burned its flame in a cascade of dead and drunken men, soon to be dimmed by honorable, courageous and equitable men.

Rules play a big part in any wargame and so I have decided that it would be inappropriate of me not to include some in this article. The following rules are meant to help simulate the flow and flavor of the many pirate engagements that occurred during those 100 years. The reader may take it or leave it. I have mentioned the rules that I think are important in the scenarios that are to follow. These rules should be incorporated because the scenarios would tend to become one-sided. So, don't write those letters screaming at my head because you always lose as the pirate player. The rules are meant to balance the scenarios because unlike life, wargames should be enjoyable and manageable.

MORALE:

The pirates, although an ungodly collection of men, nevertheless, were quite capable of fighting a battle with a worthy opponent (although their preference was for unarmed, bulky merchant vessels slowed with the weight of gold and silver). Pirate ships sometimes would carry as much as three times the normal crew and usually more guns, captured from vanquished ships and remounted on the pirate vessel. However, as much as their zeal was in boarding prize ships, it could suddenly change if the course of any engagement turned against them. And, the fact that a crew could switch captains at any time added to this potential situation. But, since most of the targets were unarmed merchant ships, this problem only came up whenever the pirate captain was foolish enough or, somehow, trapped into fighting an overpowering opponent.

After each round of combat between boarding parties (i.e. three melee rounds) roll one die. If the result is greater than the crew quality value, then a crew might become broken and strike. This procedure is called the *morale check*. It is only used by the pirate player.

To determine if a crew has broken and the results of such an action, roll on the Morale Chart table:

MORALE CHART

CREW QUALITY	green	poor	average	crack	elite
1	•	•	•	•	•
2	B	•	•	•	•
3	B	B	B	•	•
4	S	B	B	B	•
5	S	S	S	B	B
6	S	S	S	S	S

• no effect
B broken (add 1 to die roll only on determination of morale chart and not on morale check)
S strike (roll 1 die and add to crew quality value. This number is the remaining crew squares that will not strike). This figure cannot exceed the current number of crew squares)

PIRATE LEADERS:

Although usually pirate captains were little more than a simple and convenient way to keep pirate ships organized in open sea, some captains were revered by their crews and the loss of such a pirate leader could effect a crew's ability to continue battle.

To determine if a pirate leader is killed in battle, roll one die after every melee engagement (i.e. every three melee rounds). If the number is *six* then refer to the Pirate Leader Loss chart:

PIRATE LEADER LOSS CHART

leader rating no.	1	2	3	4	5
1	W	S	W	•	S
2	•	•	•	•	•
3	W	•	•	K	•
4	•	W	•	•	•
5	K	•	S	S	•
6	K	K	K	•	W

• no effect   W wounded (see wound table)
K killed   S stunned (subtract 1 from rating number)

WOUND TABLE

die	consequence
1	remove for one turn
2	remove for one turn
2	remove for two turns
4	remove for three turns
5	remove for five turns
6	dies from wounds

Note: crew quality drops one without pirate captain present (either wounded or dead)

BOARDING:

Pirate ships and the crew that they transported rarely sank a ship to get to any potential treasure being carried. Boarding was the only way to capture a treasure intact. Consequently, the pirates soon became quite professional at this maneuver. To simulate this prowess, subtract 1 from any grappling attempt by a pirate player (note: the pirate player can only win a given scenario, unless otherwise stated, by boarding).

SURPRISE:

A favorite play of the pirate was to approach a merchant vessel by flying a friendly flag. The merchant captain, unaware of the threat, takes no action to counter the approaching ship. Only when the pirate ship is nearly on top of the victim is the Jolly Roger unfurled and hoisted. To simulate this, a merchant vessel that is within 15 hexes of a pirate ship, *cannot* use full sails. He may only use full sails either the turn after he is fired on or when the pirate ship is within three hexes.

CAPTURE:

A pirate vessel, in addition to the ruse mentioned above, also was fast and quite maneuverable; usually only a brig or corsair. However,

with the extra guns and crew, it became a deadly threat to any ship in open sea, short of a heavy frigate.

In order to capture a vessel, pirate ships simply grappled and boarded a ship, killing the crew (those that failed to join up with the pirates) and ransacking the ship, stripping everything of value and then burning the evidence. Yet, sometimes the pirate needed only to show his colors to force a terrified crew to strike, hoping that this gesture would please the pirates enough to be given quarter (it rarely did).

Any merchant vessel with a crew quality of average or less must strike as soon as the pirate ship is within six hexes or begins to fire its broadsides. If the number is less then the crew quality value, then the crew quality drops one immediately. This is attempted only once. Afterwards, play proceeds normally.

THE SCENARIOS

The pirate leader's rating follows his name which in turn introduces the scenario.

SCENARIO 1
CAPTAIN KIDD (3)
30 January 1698

I. Introduction

Captain William Kidd was probably the least understood and most persecuted pirate of his day and history has painted a somewhat biased and untrue account of Kidd's piracy. The truth seems to show Kidd as an inexperienced seaman and this, more than anything else Kidd might have done, may have cost him his life. Kidd was originally hired as a privateer by local New York and British authorities. His mission was to capture any ships or goods belonging to France, then Britain's enemy. Kidd was also commissioned to seize pirates operating mostly from Red Sea ports.

Kidd departed England in December 1695 and was arrested and hung upon his return in 1701. What transpired between those two fateful dates was something short of a disaster. Kidd was harrassed by press gangs, a mutinous crew, numerous errors in judgement, indecision over his mission, his secret urge to become rich through the simple course of piracy, and his compassion to do good. Add to this his overbloated ego and the numerous poor ships he was capturing and Kidd's voyage must have been touch and go throughout.

On January 30, 1698, Kidd took his most fateful and richest prize. The *Quedah Merchant* was a 500 ton merchantman commanded by an English captain and owned by Armenian businessmen. Outward bound from Bengal, the merchantman was crammed full of silks, sugar, iron, saltpeter, muslins, guns, and gold. She was spotted by the *Adventure Galley* and pursued in open sea off the coast of India. Kidd ran up a

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Scenario 1
Captain Kidd

Name	Guns	Class	Nr.	Bow Hex	Dir Nr.	Hull	Qual	Crew	Guns L R	Carr L R	Rigging	Depth	Pt. Value
PIRATE: Adventure Galley	34	B	5	TT16	5	5	Cr*	444	4 4	2 2	3333**	9	10
EAST INDIA CO: Quedah Merchant	18	M	***	AA23	6	7	Av	221	1 1	1 1	33****	6	7

NOTES:
* Cr when boarding and Av when firing guns
** has rowing capabilities
*** turning ability is 1
**** Battle and full sail capabilities as per pg. 28 of *WSIM* rulebook

Scenario 2
Blackbeard

Name	Guns	Class	Nr.	Bow Hex	Dir Nr.	Hull	Qual	Crew	Guns L R	Carr L R	Rigging	Depth	Pt. Value
PIRATE: Adventure	40	S	5	N12	6	4	Cr*	444	3 3	1 1	3333	10	8
BRITISH: Ranger	20	S	5	KK24	5	2	Cr	332	2 2	– –	3333	9	7
Pearl	25	S	5	QQ21	5	2	Cr	333	2 2	1 1	3333	10	8

NOTE:
* Cr when boarding and Av when firing guns

Scenario 3
Henry Every

Name	Guns	Class	Nr.	Bow Hex	Dir Nr.	Hull	Qual	Crew	Guns L R	Carr L R	Rigging	Depth	Pt. Value
PIRATE: Fancy	46	B	5	TT10	5	5	Cr	554	5 5	2 2	4444	8	9
INDIAN: Gang-i-Sawai	62	M	*	GG7	5	10	Av**	886	6 6	– –	555 ***	21	14

NOTES:
* Turning ability is 1
** When firing guns crew is Av and when meleeing crew is Pr
*** Battle sail speed is 3 and Full sail speed is 5

Scenario 4
Bartholomew Roberts

Name	Guns	Class	Nr.	Bow Hex	Dir Nr.	Hull	Qual	Crew	Guns L R	Carr L R	Rigging	Depth	Pt. Value
PIRATE: Royal Fortune	40	F	4	Q22	5	8	Av	664	5 5	– –	5555	8	14
BRITISH: Swallow	60	F	3	KK26	6	9	Cr	333	6 6	2 2	6666	17	16

French flag, fired across the *Quedah Merchant's* bow and ordered the merchantman's captain to come aboard the pirate vessel; whereupon Kidd raised an English flag and claimed the vessel as a prize. The captain of the captured ship revealed that he too was English and Kidd was trapped in an awkward position. He decided to ransack the merchantman anyway.

Due to this incident, the Royal East India Co. made such a howl over the taking of the *Quedah Merchant* by Kidd, that he was arrested and jailed on his return to New York and later hanged.

II. Prevailing Weather Conditions
Wind Direction: 5
Wind Velocity: 4-heavy breeze
Wind Change: 4

III. Special Rules
A. Morale
B. Pirate Leaders
C. Boarding
D. Surprise
E. Capture
F. No anchoring allowed
G. No land hexes

IV. Special Victory Conditions
Merchant player must escape off boardedge 1, between hexes A1 and K1.

SCENARIO 2

BLACKBEARD (5)
17 November 1718

I. Introduction
He was a tall, dark figure of a man with blazing eyes that seemed to burn from the bowels of hell. His beard was thick and reached to his chest. Before he went into battle, Blackbeard would stick matches under his hat and in his beard, sending a cloud of billowing smoke to cling around his head. His appearance was that of some piratical demon.

Blackbeard, born Edward Teach, was to terrorize the Carolina coastline, growing more legendary with each passing day. No other pirate figure so closely fitted the public's image of what a pirate should be: ruthless, dynamic, desperately determined to sail the seas unharrassed. Blackbeard would sail up and down the American coast, seeking prey and helpless ports to pillage.

In the spring of 1718, Blackbeard blockaded Charleston, capturing any vessels heading toward the harbor. This wanton disrespect for authority quickly sent the temperament of neighboring Virginia to the limit. The governor of Virginia, Alexander Spotswood, decided to put an end to Blackbeard's forays.

On November 21, 1718, two shallow-draft sloops entered Ocracole Inlet where Blackbeard's sloop *Adventure* was houled up.

Lt. Maynard, in command, approached Blackbeard through the shallow waters, slipping past numerous sandbars dotting the inlet. Movement was tedious and slow and at the very start both of Maynard's sloops grounded on sandbars. The crews worked the vessels free and Maynard continued his awkward maneuvering. Finally, Maynard managed to grapple and board Blackbeard's ship. The fighting was fierce and suddenly Maynard came face-to-face with the pirate, both firing at the same time. Blackbeard, a night of rum still smoldering in his veins, missed while Maynard's shot did not. But, it took a number of cutlass strokes and more pistol shot to bring Blackbeard down. With their leader dead, the remaining pirates threw down their guns and surrendered.

II. Prevailing Weather Conditions
Wind Direction: 5
Wind Velocity: 3-normal breeze
Wind Change: 6

III. Special Rules
A. Morale
B. Pirate Leaders
C. Running aground
D. Casting the lead
E. Towing
F. All light green hexes are considered shallow water with a depth of 8 feet
G. All gray hexes are land
H. Pirate player may secretly designate five hexes as sandbars. Any ships entering into such a hex are grounded and must be towed off

IV. Special Victory Conditions
Blackbeard wins by defeating British or by successfully exiting out of harbor entrance: row of hexes MM22-MM28.

SCENARIO 3

HENRY EVERY (4)

I. Introduction
Henry Every seemed to burst on the pirate scene in the year of 1694 when, as first mate aboard a Bristol ship of 46 guns chartered as a privateer by the Spanish, he managed to persuade most of the crew that fortune and fame lay not in a hard, honest life but in the way of piracy.

Every renamed his ship the *Fancy* and set course toward Madagascar. For the next two years, Every plundered and ravaged with the best of them.

Every's biggest catch was the Mogul treasure ship, the *Gang-i-Sawai*. This vessel was so huge and powerful that it almost always sailed with only a small escort. The *Gang-i-Sawai* carried 62 guns and some 500 Musketeers as well as 600 passengers. The *Gang-i-Sawai* was considered the greatest ship in the history of the Mogul's dominions. She carried a cargo of some 500,000 gold and silver pieces.

Only a week from her destination of Surat in India, Every caught up with this small treasure fleet. The sheer size must have made Every think twice, but, being the pirate he was, Every wasted no time in coming alongside the towering sides of the *Gang-i-Sawai*.

The Mogul vessel opened fire, her guns belching out fire and smoke. But, as soon as she had fired, one of her guns burst and chaos rippled throughout the huge ship. Every took this opportunity to let go a well-placed broadside that brought down the mainmast of the Indian ship, leaving her unmaneuverable in the open sea.

Soon, the cry and shout of pirates filled the salt air as the crew of the *Fancy* boarded the *Gang-i-Sawai*. The next two hours saw a fierce melee as Every's crew attempted to control the decks of the Indian ship. The pirate captain lost nearly 20 men in the first hour of fighting. However, the Indians were no match for the pirates' ferocity. Soon after the battle reached its peak, the ship was captured and secured.

II. Prevailing Weather Conditions
Wind Direction: 6
Wind Velocity: 3-normal breeze
Wind Change: 5

III. Special Rules
A. Morale
B. Pirate Leaders
C. Boarding
D. Surprise
E. Capture
F. No anchoring allowed
G. No land hexes
H. Special boarding rules: the pirate player, due to the steep sides of the Mogul ship, can only assign 5 OBP crew squares per melee *round*.
Each round, then, 5 more OBP are added to any remaining OBP from the previous round.

I. Each time the Indian player fires his broadside, roll one die. If a roll of 5 or 6 is thrown, then a gun explodes. Mark off one crew square in addition to a gun square on the side being fired.

IV. Special Victory Conditions
Indian player must exit off boardedge 4, between hexes A35 and K35.

SCENARIO 4

BARTHOLOMEW ROBERTS (4)
10 February 1722

I. Introduction
Bartholomew Roberts quickly became the greatest pirate of his day. His exploits did not include savage attacks against unsuspecting merchant ships, nor was he feared and gossiped about on the safety of dry land. In all respects, Roberts was actually low-keyed in the pirate world. For all his unblackened career, Roberts was only a pirate. Yet, the most successful pirate that ever flew the Jolly Roger.

Roberts' success lay in his expert seamanship as well as an uncanny knack for being in the right place at the right time. His captured ships, more than not, were loaded to the gunwales with gold, spice and jewels. Roberts, in only a few years of being a pirate, had enough wealth to retire to Madagascar to live the rest of his life in luxury.

However, for whatever reason he may have had, Roberts failed to elect that avenue and continued his piratical career.

Roberts was born around 1682. His expertise in ship handling and knowledge of naval tactics must have been gained as an active seaman in some naval service, although little is known of his early life. However, this expertise was probably the main reason why he turned to piracy after some 20 years as an honest seaman.

Setting sail for the first time as a pirate, Roberts introduced his name to the world in a storm of fire and destruction as he devastated the Portuguese settlement of Princess Island where the pirate captain Howell Davis had been ambushed. It is curious to note that revenge for another pirate was Robert's first act.

Roberts patrolled the Brazilian coast as well as the Caribbean and went as far north as the Newfoundland Banks. His exploits did not confine themselves only to stray merchant ships. Roberts attacked whole fleets of treasure laden vessels as well as fortified harbors. And, by the spring of 1721, Roberts had nearly brought the shipping lanes of the Caribbean to a premature closing.

Due to the sparse hunting that Roberts himself induced, the pirate captain decided to set sail for Africa, where, he hoped, the pickings would be more plentiful. However, Roberts was soon to find something more than easy merchant vessels waiting for him.

After months of plundering the Guinea coast, a pair of British men-of-war were sent to put a stop not only to Roberts but a score of pirates operating off the African coast. One of these ships, the *HMS Swallow* under Captain Ogle, finally caught up to Roberts.

The *Swallow* had spent six frustrating months searching the West African coast for Roberts. Finally, however, Ogle arrived at the port of Wlydah only a few days after Roberts had sailed away. He was close now, narrowing the gap. At early dawn, on 5 February 1722, Ogle brought the *Swallow* into a group of inlets and swamps. He was surprised to hear gunfire and quickly located Roberts and his small fleet of captured ships.

IN DEFENSE OF HISTORICAL VERITY or POOH ON YOU, TOO

By Jim Davis

Criticism of WAR AT SEA by realism advocates is nothing new, but Jim Davis' gripe goes beyond the basic simplicity of the game system to attack the research itself. As the developer for the game I can admit that much of what he says is true. Keep in mind, however, the conditions under which AH first published WAS. From the outset it was recognized and advertised as nothing more than a simple, fun game which could be sold at a very low price as an introductory level wargame to give the newcomer a hopefully provocative taste of what simulation games were all about without drowning him in a sea of complexity. Thus, I looked the other way when the designer chose to include the Graf Zeppelin in his German fleet and allow Italian cruisers into the Atlantic. This was, after all, just a fast, little game that was fun to play. My work on it had to be squeezed in between issues of the GENERAL and development chores for CAESAR and the then just beginning SQUAD LEADER game. Checking the designer's research would have taken time which, in turn, would have delayed publication and increased the price of the game. There seemed little point. It wasn't being offered as a died-in-the-wool simulation anyway, and it was, with minor tinkering, an enjoyable game in its own right. Actually, this entire matter of checking into the accuracy of a designer's research has always been a sore point with me. If I have to verify his research, I might as well do it myself—in which case, why do I need him and his royalty? As a developer, I've always assumed my primary duty is to polish an already workable design—not to redesign it for the guy who gets paid for it. The fact that in practice I've usually been disappointed in this respect is more a commentary on the plight of game developers in this hobby vis à vis game designers, than it is germane to this article.

Suffice it to say that Mr. Davis' argument has merit. Furthermore, his "variant" isn't that far off-base. The new ship values which he proposes would not result in all that uneven a game if one takes his advice and eliminates the Graf Zeppelin while barring Italian cruisers from leaving the Med. You could do worse then entering his ship values on the backs of your counters and giving it a try. As for the main rhetorical question: we have no plans to issue an updated version of WAR AT SEA. Of course, I said that five years ago about THIRD REICH too.

If the number of proposed additions and modifications is any indication of fan interest, then *WAR AT SEA* must be the most interesting game ever conceived. However, there is also the possibility that the large number of variants is an indication that the fans think there are many deficiencies in the game that should, and could, be corrected. Opin-

ions on just how much tampering should be done with a successful game system range in this case from Richard Bauer's proposal for *"Tournament Level War at Sea"* in Vol. 15, No. 5 to Kevin Duke's almost humorous intimation that you should accept and enjoy the game as it is, or Pooh on You (Vol. 16, No. 3). After giving my somewhat ignorant but nevertheless probably useless comments on this subject, I will proceed with the true purpose of this article. You guessed it—another variant, of sorts.

I, of course, take a safe middle course in this debate. I object to Mr. Bauer's complicated movement phase system for one broad, simple reason: it alters the basic game system. This is akin to rewriting *THE RUSSIAN CAMPAIGN* so that each battle is fought in the next room using *PANZERBLITZ*. If combination supergames make your toenails tingle, go ahead. But what you end up with is no longer *THE RUSSIAN CAMPAIGN.*

I object to Mr. Duke's AH-is-not-to-be-questioned approach for exactly the opposite reason. He says that because the basic system works and is fun and interesting, the game is perfect. I will respond by once again hauling out and flogging the carcass of that oft-flogged but still-breathing nag, realism. A desire for realism in a game system is probably the main life-haunting longing that all wargamers have in common. After all, what is a simulation wargame supposed to simulate, if not reality?

Of course, some of us care less for historical accuracy than others. In a single paragraph of Mr. Duke's historical background information—where he gives the history of the *Queen Elizabeth* class—he says: 1) "all but *Valiant* were at Jutland" 2) they were "modernized into faster ships between the wars" 3) the *Queen Elizabeth* was "too far gone" to be raised and repaired after she was mined by Italian frogmen. In fact: 1) it was the *Queen Elizabeth* that missed Jutland because of a refit 2) three of the class (*QE, Valiant, Warspite*) were modernized in the late '30's, but were still ½-knot slower than when new 3) the *QE* was refloated and sent to the U.S. for repairs, and rejoined the Royal Navy in the middle of 1943. It is easy to see why Mr. Duke cares so little for historical accuracy in a wargame.

That line in the introduction to *WAS* about the game's being a simple introduction to wargaming sounds like a convenient dodge. The same disclaimer appears in the intro to the *VITP* rules, so I feel justified in discounting it in the present discussion. My topic is not the complexity of the game system, but the completeness of its components and rules within that system. The additional ships and

few rules changes proposed for *WAS* do little to complicate the game or lengthen playing time except give the Allied player more ships to keep up with. I think, apparently in common with most of those who have written variants, that it is easy to increase the realism of *WAS* without changing the basic game at all. Look at what Richard Hamblen did with *VITP*. Except for the two-phase movement system (necessitated by the vast distances to be covered in the Pacific, and not even easily adaptable to the Atlantic, much less necessary), the basic game system is that of *WAS*. But we haven't seen a plethora of variants suggested for *VITP*, nor heard a chorus of grumblings about lack of realism. The game is exciting and interesting (i.e., fun), and realistic *as far as the basic system allows*. It is the general consensus that *VITP* is a much better game than *WAS*, and the only major difference is the degree of realism. I have no objection to the fact that battles are fought in *WAS* (as in *VITP*) between all the ships in a huge area during a 5-month turn. This is a necessary concession in a campaign-level game of this sort. However, it grows nettles under my tongue to see those Italian cruisers sail merrily past Gibraltar on any sunny Sunday afternoon they choose. Why is this rule in the game? Not only does it not help the balance of the game, it tends to *increase* the imbalance in favor of the Axis. In *Victory at Sea,* the Japanese aren't allowed to pass through the Panama Canal and bombard Pensacola just because they control the Hawaiian Islands for one turn. And why is the *Graf Zeppelin* included in *WAS*, while dozens of ships which actually took part in the war in the Atlantic are not included? No one has had to write a variant to *VITP* including the Dutch or Australian navies, because they are already there. If realism is good enough for *VITP*, and is even a strong asset, why not *WAS*?

My purpose here is not to lambast the developers of *WAS*. (After all, who do I suppose is responsible for deciding whether or not this article gets published?) I wish, rather, to suggest that there *is* room for improvement in *WAS*, even given the basic concessions that are necessary for it, as there are concessions necessary for any wargame system. I think that is what we "realism hounds" look for in a wargame, as opposed to a simulation—the maximum amount of realism *within the confines of a given framework*. We don't care how unrealistic the victory conditions for a scenario in *SQUAD LEADER* are, as long as they realistically reflect the relative, proportionate capabilities of the opposing forces. Inverted, and translated to *WAS*, this same idea comes out as "set the game up as realistically as possible, give the Allies the 70 or 80 ships they actually had, and make up for the imbalance with

the victory conditions," i.e., with the POC. Once you include the French navy and the Black Sea, restrict the Italians to the Mediterranean, etc., the game is not much more complicated or time-consuming, and, to me at least, is considerably more fun. This, to me, is Richard Hamblen's great achievement in *VITP*—realism to the max, given the limits of the system he had chosen.

Incidentally, even with all this, I still don't think it's a very realistic system, but the alternative *(Rising Sun?)* is about to turn some of the best minds in the business into seabottom sludge, so I'm content. This brings up my last defense for demanding more realism in *WAS*. It is the *only* campaign-level Battle-of-the-Atlantic game. We have every right to ask that it be at least as realistic as *VITP*. After all, how long do you suppose it will be before we see the Atlantic version of *RISING SUN?* How about it, AH, would a revised, more realistic *WAS '81* lose you *that* much money?
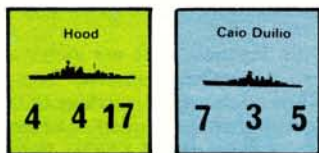
ABOUT THOSE SHIP VALUES

My last area of discontent with the realism in *WAS*, the only one not yet covered by a variant, is the assignment of combat values to the ship counters. I realize this is an area that is, and must be, considered taboo to tamper with. After all, once the edicts of the Great Wargame Makers in the sky, or in Baltimore, are questioned by any neanderthal with the price of a game, then the unit values are open to argument by any neanderthal with the price of a game, and chaos reigns. This is why I offer detailed evidence to back my case.

At the beginning of his article, Kevin Duke said that a major attraction of *WAS* is that the counters you control represent many famous ships. I agree. I've spent many an hour, in my den, looking out from the flagbridge of a majestic warship. This just makes it all the more maddening when an opponent's flagship runs rings around mine just because someone assigned it a speed factor of 7, when in reality my ship was faster.

Of the three ship values, the gunnery factor (GF) is the most objective and therefore the most easily evaluated. Speed factors (SF) are a little trickier because of the many speed figures available on the ships (design speed, trial speed, full load trial speed, etc., ad nauseum), and because changing the speed of a whole class of ships could strongly affect the outcome of the game. The defensive value is so subjective, and subject to so many valid considerations, that I will not mention it again.

THE GUNNERY FACTOR

A single gunnery factor has been questioned before (by Kurt Kimball, "Realistic *Victory at Sea*," Vol. 15, No. 6) in an excellent article, but only rather tentatively. I have more. Unlike Mr. Kimball's, my purpose *is* to nit-pick.

In his designer's feature article on *VITP*, Richard Hamblen set forth the criteria for GFs, which he says are the same as in *WAS*. They are:

GUNNERY FACTOR	MAIN ARMAMENT
6	9 × 18.1″ guns
5	8 or 9 16″ guns
4	8 or more 14″ or 15″ guns
3	6 × 15″, 9 to 12 × 12″, or 9 × 11″
2	6 × 11″
1	8″ guns or special cases

Thus it is plain for all to see that Mr. Kimball was totally justified in objecting to the old Italian battleships' (10 × 12.6″ guns) being given a GF of 4. They don't have 14″ or 15″ guns, and plainly should

be 3s. I found not one GF discrepancy in *VITP*. However, *WAS* is another matter, mostly the counters added in a variant—ironically enough, since these variants were added mainly in the name of realism. Among the transgressors are the above-mentioned Italian BBs. The other problem area is the French navy, suggested in a variant article by Dr. Joseph Connolly (Vol. 14, No. 3). To begin with, the *Richelieu* had 8 × 15″ guns and should clearly be demoted to a 4 from that optimistic 5. Her sister ship, *Jean Bart*, was forced to sail before being completed, with only four of her 15″ guns installed. Half the firepower of a 4 makes her a 2; also, she can't be a 3 because that category is plainly reserved for ships with at least *six* 15″ guns. Sorry, Jean. Next come the *Dunkerque* and *Strasbourg*, which are assigned a GF of 4. Each of these ships carried 8 × 13″ guns, thus not qualifying for a 4 (again, no 14″ or 15″ guns), but fitting in nicely with the 3s. Finally, the *Ocean* was a demilitarized training ship and should no more be included in the game than *Utah* or *Iron Duke*. Incidentally, the correct spelling is *Courbet*, with only one "r".

THE SPEED FACTOR

In the same article on *VITP*, Richard Hamblen lists the criteria for the speed factors in that game as follows: "Speed factors are assigned as in *WAS*, except that the factors represent marginally greater speeds in *VITP* because of the greater distances that had to be covered in the Pacific."

SPEED FACTOR	ACTUAL SPEED
8	34.5 knots
7	32.5 knots
6	30 knots
5	27.5 knots
4	25 knots
3	21 knots

I take this to mean that a ship had to be able to reach 34.5 knots in order to be assigned a SF of 8. The bit about "marginally greater speed," I take to mean that to earn an 8 in *WAS*, a ship had to reach only, say, 34 knots, a "margin" of ½-knot (25% of the difference in factors is a pretty hefty margin), or even 33.5 knots (50% margin!), which is apparently closer to actuality, because, for example, *Graf Zeppelin* would probably never have reached 34 knots, even on trials, but is given a SF of 8. I'll be generous. Therefore:

WAS SPEED TABLE	
SPEED FACTOR	ACTUAL SPEED
8	33.5 knots
7	31.5 knots
6	29 knots
5	26.5 knots
4	24 knots
3	21 knots

As I stated above, the major difficulty in assigning the SF is deciding which speed figure, of all those available, to use for any given ship. For example, a ship's design speed might be 33 knots. On speed trials, however, the ship could be timed at 34.5 knots. They've raised it from a 7 to an 8!

"Hurray for the shipbuilders!" you say? Not necessarily. Speed trials are run when a ship is brand new, the machinery in tip-top shape, the sea calm, the hull clean, and the ship at lightest possible displacement (no provisions, no ammo, just enough fuel to run the trials, etc.). One country even ran some trials before the gun turrets were installed, cutting as much as 20% off the ships' displacements! As a general rule of thumb, British and German warships would just reach or barely exceed (by ½-knot or so) their design speed on trials, while American, Italian, and Japanese ships would regularly exceed their design speeds by 1½-2 knots or more when or trials. But it is a mistake to base a ship's SF on trial speeds. By the time the ships were fully loaded and ready for battle, the trial speed was nothing more than a number on a sheet of paper. Again, as a general rule of thumb, British, German, and Italian ships (with the notable exceptions of the *King George V* class and *Bismarck*) tended to fall short of their design speeds once they were fully loaded, while an American or Japanese ship's design speed was pretty much the top speed it could be expected to sustain under combat conditions. For example, the *Essex*-class carriers were designed for 33 knots, and they could sustain 33 knots at full load for hours. On the other hand, the *Littorio* was designed for 30 knots, had a trial speed of 31.4 knots, but under battle conditions was hard-pressed to reach 29 knots for even a minute or two.

Confusing, you say? Yes, and unnecessarily so. For the purposes of a wargame, as for the purposes of the real thing, there is only one speed figure that matters—the actual speed that a ship could sustain at full load under battle conditions at the time that it was fighting, what the British call "seagoing speed." To illustrate, I'll launch right in with what may be my most cursed and derided speed-change proposal, the *Hood*. The "Mighty 'ood" was designed in 1915 as a 33-knot battlecruiser, that being at the time an unbelieveable speed for a capital ship, and plenty of speed to earn her a SF of 7 in *WAS*. However, after the Battle of Jutland, in which three British battlecruisers exploded and sank in minutes (sound familiar?), the design was changed, the armor doubled, and the design speed dropped to 31 knots. On trials in 1920 she reached 32.07 knots, still enough for a 7 if you're going by trial speeds. However, by 1940 (the year she was originally supposed to be retired) the *Hood* had gone twenty years without a major rebuilding. Her machinery was literally falling apart. On top of that, over the years 2000-3000 tons of new equipment had been added topside. Maximum speed—28.5 knots, and that could not be sustained. In the engagement with the *Bismarck*, the *Prince of Wales* had to keep its speed *down* to the *Hood*'s maximum. A quick look at the speed chart shows that this 28-knot maximum sustained speed does not even earn *Hood* a SF of 6, much less 7. So *Hood* is a 4-4-5. "What!" you cry. "Outrageous!" you scoff. "Take away a key piece in my Allied strategy for *WAS*?" My reply is simple: why base the counters

AREA TOP 50

Rank	Name	Times On List	Rating	Previous Rank
1.	K. Combs	20	2512XNQ	2
2.	W. Dobson	22	2511RJP	1
3.	R. Chiang	28	2178GHN	3
4.	D. Cornell	22	2175OHK	4
5.	D. Garbutt	18	2161EGK	5
6.	T. Oleson	29	2115TTZ	6
7.	P. Kemp	13	2034EEI	7
8.	D. Burdick	19	2033EDK	8
9.	J. Kreuz	15	2001FFK	10
10.	P. Siragusa	13	1999CEG	11
11.	D. Barker	27	1997GFM	12
12.	J. Beard	10	1987DFJ	16
13.	F. Freeman	13	1981EEF	13
14.	M. Sincavage	9	1964DHI	14
15.	L. Newbury	22	1964EHK	15
16.	R. Leach	22	1948GJO	17
17.	L. Kelly	13	1919VVZ	9
18.	B. Sinigaglio	5	1903DEE	18
19.	J. Zajicek	23	1882GJP	20
20.	C. Olson	3	1855CEI	21
21.	K. Blanch	22	1837GHL	29
22.	B. Downing	9	1830DGI	22
23.	G. Charbonneau	3	1820CEG	23
24.	F. Preissle	17	1816JLV	19
25.	W. Scott	16	1794HFN	33
26.	N. Markevich	12	1782CEF	25
27.	D. Greenwood	21	1781FEI	26
28.	S. Martin	13	1775EGI	27
29.	E. Miller	6	1774GJO	28
30.	F. Ornstein	3	1769EFJ	40
31.	D. Munsell	15	1760FDI	30
32.	F. Sebastian	15	1758FHN	31
33.	I. LeBouf	8	1739GIO	32
34.	C. Braun	1	1732EGK	—
35.	R. Hoffman	6	1729CGK	38
36.	W. Knapp	14	1723JLR	34
37.	P. Dobson	1	1718DEF	—
38.	R. Kolvick	5	1710DEH	36
39.	W. Letzin	16	1710DEH	37
40.	T. Baruth	1	1693CDF	—
41.	N. Cromartie	5	1693FGM	39
42.	R. Zajac	9	1689FGH	41
43.	D. McCarty	6	1681CEH	42
44.	B. Salvatore	2	1677DGJ	47
45.	R. Phelps	1	1676CDI	—
46.	B. Remsburg	3	1674CEI	48
47.	R. Rowley	1	1666EGK	—
48.	M. Russel	1	1665GHN	—
49.	B. Hayden	1	1661HIN	—
50.	D. Tierney	5	1660DEJ	43

THE AVALON HILL GENERAL & COMPANY INDEX

After dozens of requests for it, we've finally compiled an index for *THE GENERAL*. But what an index! Virtually everything that has appeared in the first 16 volumes of *THE GENERAL* is referenced and cross referenced ad infinitum.

The main subject matter is, of course, a chronological listing of gaming articles by subject matter with specific author, volume, and page references. There is, however, much more including indices for contests, RBGs, philosophies, covers, letters, and miscellaneous articles.

The index also includes a running commentary on the development of the Avalon Hill Game Co. from 1952 to the present. This "Time Line" is a wealth of information for the trivia buff or serious AH devotee and includes a complete listing of Avalon Hill titles in the order of their publication, complete with design/development credit and miscellaneous information.

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on real ships at all, if you are not going to show the ships' true capabilities? If you want *totally* abstract playing pieces, play chess.

While I have my heel on the British, I'll grind a little longer. The *Renown* and *Repulse* were three years older than *Hood* and their design speed was a full knot slower than *Hood's*. *Renown* underwent a complete rebuilding in 1939-40, and emerged with a seagoing speed of just under 30 knots—she can keep her SF of 6. *Repulse*, however, was not rebuilt. At the time of her historic but ignominious demise, she could not, by hook or crook, exceed 28 knots, much less 29. *Repulse:* 3-3-5

Let's face it, admirals of the Royal Navy, our ship designers did not place a premium on speed.

Which brings us to the *King George V* class. As I have said, these were among the few British ships whose seagoing speed exceeded their design speed. That design speed, however, was only 27.5 knots, the slowest of any battleship designed and built after 1922, with the exception of the *Yamato*-class behemoths (27 knots). Even on trials, only two of the class reached 29 knots. Seagoing speeds ranged from 28—28.5 knots. *Prince of Wales, Duke of York, King George V, Anson, Howe:* 4-5-5

Last British battleships under the gun—from me, at least—are the *Queen Elizabeth* class. This should surprise no one. After all, these ships fought at Jutland. But, as I mentioned above, three of the five *(QE, Valiant, Warspite)* were rebuilt in the early years of the war and were fairly well able to sustain their design speed. *Malaya* and *Barham* were not rebuilt, and literally could not exceed 21 knots in 1940. *Malaya, Barham:* 4-4-3

Most of the older British carriers were converted from battleships or battlecruisers which were designed during, or even *before*, World War I, so they share the same problem as the old battleships —age.

Courageous, Glorious: 1-0-5 By 1939, neither could exceed 28 knots.

Eagle: 1-2-3 Actually, by the time the war started, *Eagle* was incapable of even the 21 knots required for a SF of 3. But it seems cruel and unusual punishment to condemn a ship to the virtual immobility, and thus uselessness, of a 2.

The SF of 7 given to the *Illustrious* class is a real puzzle. The *Hood*'s 7 is understandable because there are figures available (1920 speed trials) which show the *Hood* capable, if the figures are accepted uncritically. But not the *Illustrious* class. Their design speed was 30.5 knots. Even on trials, not one of the class reached 31 knots. Why the 7? *Illustrious, Victorious, Indomitable, Formidable:* 0-2-6

Royal Navy cruiser policy between the wars was too complicated to summarize here, but the result was a large number of cruisers not quite as large, fast, or well-armed as their less numerous foreign contemporaries. The only way this affects *WAS* is in the *Kent* class of heavy cruisers. Not only was their design speed only 31.5 knots, but they were, again, among the oldest of Great Britain's "Treaty Cruisers." *Kent, Berwick, Cornwall, Cumberland, Suffolk, Australia, Canberra:* 1-1-6

You may relax the upper lip, Britisher. My blitz is concluded. Better warn the French, though . . . .

Dunkerque, Strasbourg: 3-3-6 Neither ship exceeded 30.5 knots, even on trials. Seagoing speed was just barely enough to retain a SF of 6.

Richelieu, Jean Bart: 4(2)-6-6 Quite a drop from 5-6-7. Design speed was 30 knots, seagoing speed better at 30.5-31, but that's still not 31.5, which, remember, is generously low.

The real kicker is *Bearn*, a converted WW I dreadnought very similar to *Eagle*. With a design speed of only 21.5 knots, she also had constant engine trouble, and never managed better than 18 knots. That's a far cry from the SF of 6 on the counter! Were those French counters, by any

chance, designed early Sunday A.M. after a late Saturday P.M. party thrown by a Frenchman? *Bearn:* 0-1-3

You may have noticed that I have not taken the hatchet to any axis ships. Well, I'm not going to. Except for the already-handless Italian battleships, the axis ships' combat factors all appear acceptable. This is possibly due to the fact that almost all of the axis ships were brand new, and their actual performance was still in line with the more readily discoverable design and trial performance figures.

SPEED IN VITP

As I have said, *VITP* is much more realistic all around, including the combat factors. The only errors in SF were either imported from *WAS* (the British Far Eastern Fleet) or are found on aircraft carriers. The erring British ships, already lambasted above, are *Prince of Wales, Repulse, Cornwall, Formidable, Indomitable, Illustrious,* and *Victorious*, plus *Australia* and *Canberra* of the R.A.N.

For the Japanese there are *Junyo* and *Hiyo*. These two carriers were converted from passenger liners. Their machinery, a matching of the original turbines with destroyer boilers, had major problems. Design speed was 25.5 knots, but they never did better than 22.5. Lowering the SF to 3 will also reflect their frequent breakdowns; all during 1942 and '43 they operated together as a carrier squadron, but during this time they did not fight together in a single operation. One or the other always had to turn back because of engine trouble! *Junyo, Hiyo:* 1-2-3

Last, but far from least, I come to the Americans. The only problem here (besides the American counters in *WAS*, which were corrected in *VITP*) is the *Independence* class of light carriers. Facing a dire shortage of carriers in 1942, the U.S. Navy had to fill the gap before the new fleet carriers were ready, so they converted nine light cruisers then under construction. The conversions kept the machinery of the 33-knot cruisers, but increased the tonnage by 40%. The best seagoing speed of any of the class was 31.6 knots, a full knot short of the 32.5 needed for a SF of 7 in *VITP*. *Independence, Princeton, Belleau Wood, Cowpens, Monterey, Bataan, Cabot, Langley II,* and *San Jacinto:* 0-2-6

SUMMARY

If you don't care to make use of the above proposals, it will be nothing new. I have *never* run into a *WAS* opponent who uses more than one or two of the rules proposed in earlier variant articles. And do you think the likes of Don Greenwood and Co. are going to throw away long years of proven *WAS* strategy? Surely you jest!

It could be argued that the net effect of my combat factor changes is to increase the imbalance of the game in favor of the Axis, because most of what I did shackled the Royal Navy. This is true, except that these factor changes should be only one part of a large overall reassessment of *WAS*. Along with these changes should go a collation and standardization of the numerous valuable rules proposed in earlier variants, many of which rules dealt with depriving the Axis of artificial advantages they are now granted, such as free and unhindered use of the English Channel, the complete absence of a large portion of the Royal Navy, etc. I repeat my plea for a new and improved *WAS*. It is the only campaign-level Battle of the Atlantic game on the market; we the gaming public deserve the best possible such game. But more importantly, it is basically a very good game, but is seriously marred by *unnecessary* lack of realism. The game itself deserves these improvements. *WAS '81*, where are you?

☆
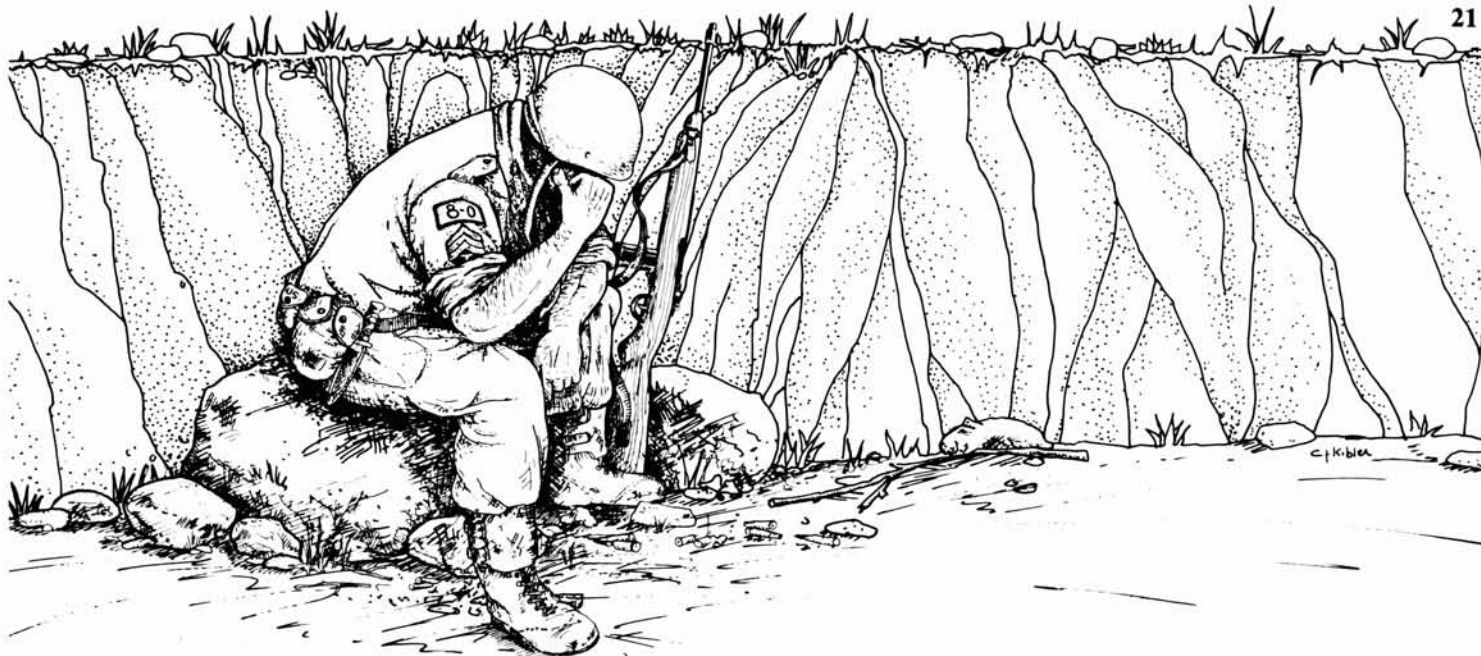
GETTING THE LEAD OUT

or CRESCENDO OF IRONY—A Humorous Look at the Men Behind the Counters

by Steve Powlesland

To many casual players of SQUAD LEADER (if there is such a thing as a casual SL player) Steve Powlesland's punch lines may seem too real to be humorous. Despite the basic simplicity of the SL game system, the depth of the detail portrayed in its never ending series of gamettes and accompanying rulebooks is more than the uninitiated can comprehend. Be you a veteran SL grognard or a relative neophyte you should find a few genuine knee slappers in the satire which follows.

The infantry squad is strung out along a gully among the trees, waiting for an order to move out into the open. No one looks forward to that order, but everyone expected it. Their objective, a two-story stone building on the edge of town, is also home to a jerry machine gun. The two or three frantic krauts who manned the weapon are obviously alert and jumpy. The shredded sparrow carcass on the road is merely one illustration of that. Not bad shooting for krauts. Probably a 9-1, maybe even a 9-2 leader up there.

The Sarge peers over the gully edge at the building and grinds his teeth even tighter on the stub of the cigar hanging from his mouth. None of the boys in his squad could remember the cigar ever being lit. It is the same one the Sarge was chewing on when they hit the beach at Normandy. The Irish noncom, Corporal Radio O'Really, swore the Sarge never took it out, even in the sack.

"Get on up here, Meatball," the Sarge growls.

"Jussaminute," replies Private R. "Meatball" Andy Spaghetti, the squad's obligatory citizen of Italian extraction. According to rule 358.26, having an Italian in an American squad was necessary to justify an 8-0 leader. Spaghetti had no scruples about rubbing this in—"My uncle is da personal undertaker for da Senator from New Jersey" is how he jokingly explained this bizarre rule to his buddies. For the Sarge he only had a special swagger. The Sarge threatened to kill Meatball at least once a week, but could never get better than a "10" on the "Is Anybody Looking" Table.

"Whatdoyawant, Sarge?" Spaghetti asks, after finishing his naturecall on a nearby tree, and flopping down beside the Sarge. He adds a sneer and fixes his dark eyes on the squad leader.

The Sarge ignores the provocations. Instead he points at the building. "We gotta knock out that jerry nest," he says. "We know where it is, but we don't know what else might be hiding around that building. I need a scout—someone real slippery—to work his way over and see if there's anything on the first floor."

"What are ya talking about?" Spaghetti replies, with some heat. "Ain't ya seen da way dose guys are shootin'? I mean, didja see what dey did to that bird?"

"Yeah, I . . ."

"Well, didja see the way they harvested that wheatfield over there?"

"Yeah, I . . ."

"Well, how about the way they carved their initials in that tree over there—with bullets?"

"So what?"

"So what?" Spaghetti repeats, almost screaming. "I think they got Rommel himself in dere . . . at least a 10-3, directing fire. Anyone setting foot on that fork in the road is going to be taking both directions at once."

"You aren't scared, are you, Meatball?" the Sarge taunts.

"Whatdayamean, scared? I just don't think you'll get a low enough roll for a scout. Still, what makes you think anything is over there besides the machine gun?"

"Are you blind as well as yellow?" The Sarge nods toward the building. "Can't you see that big question mark sitting in the first floor?"

"Probably a dummy."

"You would know," the Sarge observes. "Why would the krauts be using one of those for a dummy, here? I think it's hiding something."

"Oh yeah. Then who better than you to go find it for us?" the Sarge suggests. "Go back to your tree, Meatball." "By the way," he calls as Spaghetti slithers away, "I saw what you were doing to that tree. Don't you know a private ain't allowed to do that unless he rolls doubles first?"

"You can't intimidate me, Sarge. I know the rules. I can do that any time I want, on a tree or the side of a building. I gotta roll doubles only if I want to do it in an entrenchment or a bunker."

"All right, you foxhole lawyer. I was just testing you. Now, get outta my sight. Hey, O'Really!"

"Yo, Sarge."

"Come over here."

Corporal O'Really is the philosopher of the squad. Everyone knew that when the war was over he would either become a famous writer or take over his father's butcher shop in Boston. To O'Really, it was the same thing either way. The skinny, red-haired noncom crouches alongside the Sarge. "What is it?"

"Listen, O'Really . . . we've got to find some way into that building, without getting the squad routed back to Dover."

O'Really shakes his head. "Tough. Anyone moving in the open across the road would be broken if the krauts just spit in the right direction. What do you think about going in under a smoke cover?"

"Smoke? Do you think this squad is a bunch of assault engineers? Who's got smoke?"

O'Really shrugs. "Maybe the lieutenant does."

The Sarge stifles a guffaw and glances back at Lt. Cart Bored, the nominal platoon leader, who is absorbed at the moment in playing with his radio. Ever since Cherbourg, the lieutenant has been promising the boys in his platoon that he had personal influence with a 105mm artillery battery. But somehow he'd never been able to get through to them on his radio.

The Sarge shakes his head. "I don't think the lieutenant has any smoke." Unless it's between his ears, he adds to himself. A 6 + 1 leader if I ever saw one. Wouldn't allow him in a tobacco shop, much less let him carry smoke grenades.

"What are we going to do then?" the corporal asks. "You aren't thinking of a direct assault, are you?"

The Sarge chomps down on his cigar. "Maybe. Get Beerstein up here, will ya."

In a couple of minutes, the Sarge and the corporal are joined by Private Holden A. Beerstein, a man of unusual talents. Beerstein had gotten into the squad after regulations adopted by the Equal Employment Opportunity Commission, upheld in a recent court decision, had specified that a mixed ethnic squad would be permitted to raise its morale level by one. Spaghetti had been heard to proclaim that the morale level dropped by two at the same time. But no one suggested they fight government regulations along with the krauts.

Nor did anyone argue about the fact that Bernstein added a dimension to the squad which was indispensable in modern warfare: he was fast at calculating probabilities.

"Hey, Beerstein," the Sarge began, "tell me what our chances are of getting into that building by taking that hedgerow over to the stone wall, then going in through the backdoor."

Beerstein pauses but a few seconds to examine this suggested route. "Are you talking about a forced march," he asks in his Arizona drawl.

"If necessary, why not?"

"Are you trying to close combat that machine gun nest on this move?"

"Yeah. That's the whole idea."

"Are we bypassing the wire over there?"

"Gotta."

"Any Artillery, AFVs, or other diversions?"

"Not that I know of."

Beerstein shakes his head.

"What are the odds?" Sarge demands.

"Well . . . you better make sure everyone in the squad has got their insurance coverage in good shape before we go."

"That bad, huh?" the corporal asks.

Beerstein grabs his bayonet and begins drawing figures in the dirt. The first set he labels "Table One", the second "Table Two", and the third "Table Three". "As you can see from these tables, the odds depend on the type of leader up there. It might be a 8-0, or a 9-1, or a 9-2. I figure the probability of the squad surviving through close combat are as high as 8%."

"How bad can it get?"

Beerstein points to the lower right corner of his charts. "Somewhere around the square root of Pi, I would say."

The Sarge shakes his head now. "You're right. It does not look good."

"Can I help?"

The Sarge grimaces as Lt. Bored comes across the gully to join them.

"The boys and I have been trying to figure how we can get into the building on the other side of the road," the Sarge explains. "You got any ideas?"

The lieutenant crawls up to the edge of the gully and studies the situation. The scion of an old and wealthy Philadelphia family, a graduate of Groton and Yale, Bored had been the perfect candidate for frontline officer training. He was quick to admit his lack of experience with actual combat when he got this assignment, but he argued that his encyclopedic knowledge of the rules was more than compensation. On the Normandy front, he had a chance to display this learning when—pointing out that German tanks were more vulnerable from the rear—he attempted to sneak up behind a Tiger tank while it was not looking. Unfortunately, the driver had occasion to shift into reverse, and the lieutenant barely escaped being turned into a Belgian waffle on the French landscape. A little later, during the siege of Cherbourg, the platoon ran into a sniper. However, since the sniper was taking care to fire at everyone but the lieutenant, Bored refused to call for a sniper check. He said he was waiting for the sniper to show himself. The others guessed that he was just miffed at the insult.

Since then, the men in his platoon learned to follow the lieutenant very closely. Or they moved a few steps ahead, laying land mines as they went. Nothing worked.

"We do have a problem there, don't we?" the lieutenant admits, after studying the building. He pulls out his dog-eared copy of the voluminous rules he always carried with him. "Well, let's see what we can do here. I've got it," he says, after leafing through a few pages. "We can roll on the "Enemy Preparedness" Table. Maybe they're drunk up there."

The Sarge rolls his eyes. "Drunk? Considering the time of day, and the fact that they have already

fired three bursts in two turns, we would have to roll snake-eyes twice, get tails five times in a row on a coin flip, and make a blackjack against the dealer at the Sands Hotel in Vegas, to get them drunk."

The lieutenant nods. "Oh, yeah. I forgot about the blackjack. That does make it tough." He skims a few more pages. Suddenly his face lights up. "How about this. It's a rather obscure rule, but it might work. First, we defensive fire on them during our Prep Fire Phase—just to throw them off balance. Then we hop on assault boats in the gully and float down to an airfield. There we board dive bombers on our Advance Phase. They take us over the building during the kraut Prep Fire, and we drop in before they know what hit them."

The Sarge takes a deep breath and peers around, as though looking for the strength with which to control his latent homicidal impulses. Either that, or a weapon. "An excellent plan, lieutenant. However, you may notice that there is no water in this gully."

"Must be the time of year . . ." the lieutenant muses.

"And we don't have any boats for that matter. Even if we did . . ."

"Wait." The lieutenant begins rifling through the pages of his rulebook like a demon. "I'm sure there's a rule in here about flooding dry gullies. I just barely remember reading it. Maybe it was in the question-and-answer section. Or was it the errata section? You just hold on. I'll find it."

"What about calling in that 105mm artillery?" the corporal suggests, giving the Sarge a wink. "Now is as good a time as any."

"Yeah, that's a great idea," the Sarge agrees. "Why don't you get back on that radio?"

"All right," Bored says. "I can hunt up that rule while I'm calling my friend at the 1052nd." He pulls himself erect. "Carry on, Sargeant."

"Thank you, sir." The Sarge offers a decidedly weak salute as the lieutenant moves back down into the gully.

"Do you have any ideas?" the corporal asks.

The Sarge glances at O'Really and Beerstein, then over at the building. "Just one. This is the way I figure it anyway. We divide the squad into two half-squads. I'll lead one and you lead the other . . ."

"But I'm not even rated," the corporal protests.

"I know . . . I know. But if we're lucky we can get you trapped in the middle of a desperate, bloody, inconclusive Close Combat, and roll for a field promotion."

"Begosh and begorrah . . ."

"Anyway, I figure we rush the building from two directions at once. They can't get both of us, and they won't have penetration from up there."

"If only one group gets through, the odds will be worse on the close combat," Beerstein interrupts. "Being optimistic, I would say the probabilities are that half of us will be working in a steel mill in Czechoslovakia, and the other half will be pushing up daisies."

"Hang the #%@&$!(@) probabilities," the Sarge declares.

"I heard that, Sargeant," shouts the lieutenant. "You know the rules. An 8-0 leader has to roll a five or a six on one die before he can use words like that . . . unless he is in the LOS of an enemy AFV. I don't want to have to put you on report, Sargeant, so watch it."

The Sarge gives his cigar a particularly vicious chomp, and mumbles something under his breath. "All right. Unless you guys got some better idea, that's the way we'll do it. O'Really, let's you and I start counting off the men into half-squads. I'll go . . ."

"Just a minute, Sargeant," Bored calls. "I've got a contact on the radio."

"What?" The Sarge's eyes are actually wide and staring. "You mean you've got battery access? Well, call it in."

It's not battery access, exactly," the lieutenant replies. "I'm getting the BBC. From London."

"The BBC?" repeats Corporal O'Really. The Sarge only lowers his chin and shakes his head.

"Yes. It's a special broadcast. It appears that while we've been trying to figure out how to take that building, the Allies crossed the Rhine and destroyed the Wehrmacht. The war is over."

There is a moment of stunned silence. Then every man in the squad but one tosses his helmet in the air, his rifle to the ground. They all begin marching off in the direction of Paris, slapping each other on the back and planning their reunions in twenty-five years.

Only the Sarge is left in the gully, his face the model of shocked dismay. Even the cigar has fallen to the ground. "Well, I'll be a . . .," he mutters. "Now I'm going to be a #%@&$(@) 8-0 squad leader for the rest of my life."

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THIRD REICH

AXIS: Marcus Watney

ALLIES: (1939-40) BRITAIN: Nicky Palmer
FRANCE: Mike Nicholas
(1941-45) Richard Wein

R. MacGowan

INTRODUCTION: Nicky Palmer

When we left our Series Replay in progress last issue at the end of the Summer, 1943 move the Axis had reached its high water mark and the tide was beginning to turn. In concluding the Replay in this issue we not only see who won, but also bid adieu to 2nd edition THIRD REICH forever. The 3rd edition version announced in this issue will make much of what has transpired here mere visions of how the game used to play.

Axis Fall 1943

Help! Can things get any worse? Again I have been guilty of over-confidence, and Libya which I felt was reasonably secure has collapsed like a house of cards. The Allies have broken through the line, landed on a Libyan beach, grabbed Tripoli with a paratroop attack and landed in Sicily! It's the end for the Axis in Africa.

The line in Russia has ceased to exist. But my strategy there is now clear: I must form a firm infantry defense between Odessa and Dnepropetrovsk at the expense of the north, and let the whole line wheel back, using Dnepropetrovsk as the hinge. My losses in Russia due to isolation are worrying.

I think the American landing at Calais and the capture of The Hague by paradrop is only a raid . . . but I must beware of over-confidence this time!

This is the moment to use Cyprus, so I have moved Folgore there in the hope of distracting him and earning a breathing space in which to counterattack Sicily.

Axis Fall 1943: *Attrition on all three fronts. The Germans continue to apply pressure to the Rostov bottleneck, but hold the center with just a single weak line, while desperately trying to build a defense from Dnepropetrovsk to Odessa. The Axis lose two armoured and eleven other units through isolation.*

French partisans are removed as attrition losses. Germany loses Holland to the USA.

Italians SR Folgore to Cyprus as a diversion, threatening the five Middle East ports.

Allied Fall 1943

The German response to my landing at Calais was enormous. I have abandoned the 1st Armored to its fate and pulled my aircraft back out of range. I cannot afford to lose them. Putting 18AB in The Hague has turned out to be a mistake. I was forced to take an offensive in order to extricate it before he put some Panzers adjacent and trapped it.

With Axis attention focused on the West, the Russians have been given an opportunity to make a great breakthrough. The German army in Russia is disintegrating, and he will find it hard to construct a new line of defense until I get a lot closer to Germany. My biggest problem will be moving the infantry forward fast enough. I have avoided leaving units next to his isolated troops where possible to prevent these from attacking.

Allied Fall 1943: *In Russia, the German defense finally shatters and Soviet armored units bound forward on exploitation to the outskirts of Moscow and into Kharkov. The Germans have been routed.*

The American paratroops in the Hague drop back into England as the raid comes to an end.

The British cross the Straits of Messina and hold one hex of mainland Italy.

USA lends Britain 39 BRPs, leaving 15 BRPs in the US treasury.

FALL 1943 BUILDS/SR
GERMANY
Armor (8): 9 and 39 Kolberg, 47 Breslau, 56 Essen, 48 Leipzig
Infantry (3): 9 Stuttgart, 18 Aachen, 27 Frankfurt, 67 Q25
Infantry (1): 2 × Hungarians R33, 1 Rumanian Kishinev, Bulgarian X33
Replacement (1): K30
Air factors (3): 5 in Konigsberg, (J36) Graz, Essen, 1 in Aachen, 1 Hungarian in Budapest, 1 Bulgarian in Plovdiv
TOTAL EXPENDITURE: 111 (builds), leaving 196 after loss of Holland (10)
Eliminated due to isolation: 14 Pz, 3, 4, 10, 1, 15, 17, R1 (M49), RZ (N49)
SRs: 9 arm to Kalinin, 39 arm to F52, 47 arm to Moscow, 48 arm to N23, 5-4 Moscow (unused) to Essen, 5-4 Kharkov (unused) to Frankfurt, 1-4 and 3-4 Dnepropetrovsk (unused) to Aachen, paras to Wilhelmshaven

ITALY
Infantry (2): 11 AA23
Infantry (1): "Libya" Taranto
Replacement (1): DD22
Paratroops (6): Folgore Trieste
Air factors (3): 2 at Rome
TOTAL EXPENDITURE: 16 (builds), leaving 24
SRs: Eliminated due to isolation: 1 arm, 14, 20, replacement (Casablanca)
Replacements S17 and Naples to O20 and O21, airbase (F52) to GG34, Folgore to GG34, 9- fleet (Trieste) to Taranto
Lent: 5-4 (Metz), replacements (O20 and O21)
TOTAL AXIS BRPs LEFT: 220
NB: Allied total now 214, including 40 Persia

BRITAIN
Armor (8): 13 Manchester
Infantry (3): 8, 9 and 12 London, 2 BEF J25, 2 Can Birmingham
Infantry (1): "Malta" Portsmouth, "Palest" Birmingham
TOTAL EXPENDITURE: 25 (builds) + 15 (offensive) = 40, leaving 57 after receipt of 39 from US Caucasus supply as last turn
SRs: 13 arm to Gibraltar, 2 can to OO22, 5 to Haifa, Palest. to Gibraltar, 1AB to Messina

USSR
Armor (6): 11 Tk T42
Infantry (3): 57 Gorki
Infantry (2): 10 R42, 5 I48
Infantry (1): 27 R42, 22 and 14 S41, 29 I48, 13 T39
Partisan (2): Kiev
Air factors (3): 2 at Maikop
TOTAL EXPENDITURE: 26 (builds) + 15 (offensive) = 41, leaving 40 after arrival of 40 gifts
SRs: airbases (D58 and O51) to K47 and I50, 1Pr to I50, 5-4 (Maikop) to K47, 62 to I49, 64 to K47

USA
Infantry (3): 5 and 21 USA. Loan 39 BRPs to Britain
TOTAL EXPENDITURE: 6 (builds) + 15 (offensive) + 39 (loan) = 60, leaving 15
SRs: 5 to J25, 21 to L21, fleet (USA) to Portsmouth, 27b to Beirut, 19 to Port Said, 4 to Alexandria, 65 to Suez
TOTAL ALLIED BRPs LEFT: 112

Axis Winter 1943

Moving Folgore to Cyprus has had a disappointing response, and he has continued to advance everywhere, pushing across into Italy from Sicily. So I have withdrawn Folgore to Naples.

In Russia I have been totally routed. The Russian armor has broken through everywhere: he has captured Kharkov and is adjacent to Moscow. The only friend I have is the poor Soviet SR capacity: however, against that, he can build infantry in his

front line, so I must avoid destroying Russian infantry and hope for poor attrition results in terms of counters lost!

The Americans have gone home thank goodness: they gave me quite a scare.

In Italy my strategy is to hold the *third* line strongly at the expense of the first and second. The reason for this is that naval units cannot shore bombard in aid of an exploitation attack and I am very frightened by the power of the Royal Navy. I am holding Salerno (AA23) more strongly than the other hexes because I do not want him to land on the beach and place a bridgehead. Attrition is a powerful weapon in Italy and I don't want Allied BHs spoiling my chances. This is also the reason for risking a fleet in Taranto.

In the wake of the American raid I have started to take the defense of France much more seriously. The invasion could come at any time. I am absolutely determined to prevent him landing at Calais: once ashore I cannot prevent the Americans advancing, only hold them to two or three hexes per turn. Therefore I desperately need space, and hope to channel his landing into Bordeaux or Brittany, thereby gaining myself some ground to trade for time.

Only now has Germany built her spare two fleets: they could help me supplement SR by transporting the 1-3s east.

Axis Winter 1943: *The German line in Russia has ceased to exist. Apart from a line of Finns from Vologda to Kalinin, and a rudimentary infantry defense between Kiev Dnepropetrovsk and the Black Sea, the center is wide open, with just an armored garrison in Smolensk, Moscow and K46. Only the lack of Soviet SR can slow the Russian advance. The German forces in the east have been completely routed.*

In the west, the Germans recapture Calais and the Hague, and are once more the masters of the Atlantic coastline.

In Italy, Celere and Alpini move to hold Salerno (AA23), but no counterattack is made on the British. Folgore returns to Naples. Germany builds her last two fleets.

Allied Winter 1943

The German positions on the Southern Dnepr look unassailable at present, so the Soviet offensive has had to be restricted to the North. I would really prefer to advance towards the Balkans in order to eventually eliminate the Minor Allies, but the Axis is still strong enough to make impregnable any single area it chooses to defend. I am forced to attack wherever he is weakest. Since I cannot encircle many units, I have made a single thrust as far west as possible, taking Vitebsk and also surrounding Smolensk. I made two 1-2 attacks, expecting to lose some infantry which I could then rebuild further west, and suffered no losses at all! In order to give sufficient air cover to my front line I have had to leave two air units at Orel in danger of counterair. To take advantage of the opportunity he would have to place his last airbase on the board.

My airdrop in Albania should cause him some problems. Next turn I could transport units into the port and perhaps conquer Yugoslavia or Bulgaria, thus opening up a whole new front. It would be easier to make progress there than in Italy, where the front is too narrow for effective attacks.

At this stage of the game, it is not so important to keep my base levels intact. I have left the USA without a BRP reserve to take SW losses. However, the British base level must not be allowed to fall too low or else my BRP expenditure per turn might be severely restricted.

Allied Winter 1943: *The Russians continue their astonishing rate of advance, recapturing Moscow just in time for the Year/Start, and exploiting as far*

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west as Vitebsk and the Soviet border with the Baltic States. Smolensk is isolated and by-passed, but the German infantry defense between Dnepropetrovsk and the Crimea holds. Dnepropetrovsk has become the hinge around which the entire Soviet advance is wheeling.

In the Mediterranean, the British advance two hexes up the Italian toe, bringing them adjacent to Taranto and Salerno (AA23). British paratroops seize the Albanian port, threatening an Allied advance through neutral Yugoslavia. The British do not bother to move against Tunisia, but a 1-3 lands at Casablanca.

In Britain, the Americans wait. USA lends 15 BRPS to Britain, reducing the US treasury to zero.

WINTER 1943 BUILDS/SR
GERMANY
Armor (10): 1SS Pz Wilhelmshaven
Armor (8): 46 Pz and 2SS Pz Kolberg, 14 Pz Berlin, 19 Pz J37, 24 Pz and 57 Pz Q33
Infantry (3): 11 Breslau, 6 and 84 Vienna, 1 and 17 Graz, 4 J37, 15 K36, 3 Kiel, 10 J36
Infantry (2): Rumanian 2-3 Cernauti
Infantry (1): Rumanian Cernauti, 2 Hungarians R33
Fleets (27): 2 in Kiel
TOTAL EXPENDITURE: 144 (builds) + 30 (offensive), leaving 22
SRs: 46 Pz to Smolensk, 2SS Pz to Kiev, 11 to P39, 6 to Q39, 84 to Q40, 1 and 17 to Dnepropetrovst, 5-4s (Essen, Aachen) to Kiev and Odessa, all infantry unless otherwise stated; 5-4 (Lyons) reverts to Italian control
Eliminated due to isolation: 8, 20, 76, 39 Pz, 41 Pz, H1 (P45) Hz (P46), Rz (P47), Air Base (HSO) to Berlin

ITALY
Armor (4): 1 Cassino, 2 Taranto
Infantry (1): 14 X23, 20 Florence
Replacements (1): Livorno and BB23
TOTAL EXPENDITURE: 12 (builds), leaving 12
SRs: 1 arm to P23, replacement (Livorno) to Y20, 11 to AA26, Folgore to Naples, 20 to Lorient
Lent: 5-4 (Rome), 1 arm, 20, repl (O21 and O20)
TOTAL AXIS BRPs LEFT: 34
Eliminated due to isolation: 5
NB: Allied total now 112

BRITAIN
Infantry (1): "Egypt" Portsmouth
TOTAL EXPENDITURE: 1 (build) + 15 (offensive) = 16, leaving 56 after 15 loan from USA
SRs: 8 and 9 to AA26, 12 to Syracuse, fleet (Benghazi) to Messina, airbases (Great Yarmouth and LL20) to Liverpool and BB24. Fleets US9 (Portsmouth) and 2 + 1 (Tripoli) supply 3 units in Italy and Sicily (Free French 5GCM exploited last turn and so does not need supply)

USSR
Infantry (3): 2 Gds Orel
Air factors (3): 5 at Orel
TOTAL EXPENDITURE: 18 (builds) + 15 (offensive), leaving 7
SRs: airbase (150) and 5-4 (K47) to Orel, 2 shk to L42, 3 shk to Vitebsk, 60 to H43, 8 Gds to O41

USA
No builds. Loan 15 BRPs to Britain
TOTAL EXPENDITURE: 15 (loan), leaving 0
SRs: 22 to Belfast, airbase (LL22) to AA26, fleet (Portsmouth) to USA, 5-4 (F24) to Liverpool
TOTAL ALLIED BRPs LEFT: 63

1944 YEAR START
Strategic Warfare Resolution
Germany has 27 U-boats from last year and 27 built in 1943 = 54. Allies have 12 ASW, each of which now sink 2 U-boats, leaving 30, which results in loss of 90 US BRPs, reducing the US base from 266 to 176!

GERMANY
7 BRPs left (having just lost Moscow with 15 BRPs). Growth rate = 50%, so new base 318 + 3 = *321*
Conquests and active allies: as last year minus Moscow, total 212
Total BRPs 1944 start: *533*
Spend 52 on 26 U-boats, leaving *481*

ITALY
12 BRPs left. Growth rate 20% = 2, so new base 80 + 2 = *82*
Conquests: as last year, total 15
Total BRPs 1944 start: *97*

BRITAIN
56 BRPs left. Growth rate 40% = 22, so new base 127 + 22 = *149*
Conquests: Lebanon-Syria (5), Libya (5), total 10
Total BRPs 1944 start: *159*
Spend 15 on 5 ASW, leaving *144*

USSR
7 BRPs left. Growth rate 30% = 2, so new base 139 + 2 = *141*
Total BRPs 1944 start: 141 - 15 (Leningrad) = *126*

USA
0 BRPs left, so base remains 176, as above
Spends 15 on 5 ASW, leaving *161*
TOTAL AXIS: 578
TOTAL ALLIES: 431

1944 Year/Start: *Remembering that the British can not now lend BRPs to the Americans, the Germans are attacking the US economy with its superior growth rate in a desperate attempt to retain the initiative right through to the end of the game; double move now would probably lose the game for the Axis.*

Axis Spring 1944

I've been pussy-footing around too long! Who says I've lost this game? German armor still rules supreme, and now that the Baltic is a German lake I can use Leningrad as a really powerful threat to his rear. By advancing his armor to the Russian border with the Baltic States, he was asking to have his neck cut off so I have obliged. His armor at the front cannot exploit now, and the paratroops in Moscow cannot drop.

There has been a minor disaster in the Mediterranean. The Allied capture of the Albanian port with a paratroop attack was a very good move. I have spent a lot of time examining possible Yugoslav defenses against an Allied attack and found none which was secure. I therefore attacked them myself in order to SR powerful German units to the Yugoslav/Albanian frontier. Thank goodness Greece is still neutral! I view an Allied incursion into the Balkans with alarm: holding such a wide front would dissipate my forces and leave the Mediterranean area very vulnerable. I am willing to lose some ground in Italy in order to defeat this menace. I must also protect Greece from an Allied invasion.

Why hasn't he landed in France? Mind you, I am not complaining . . . !

I got real pleasure from the Strategic Warfare results: it's not often one gets the chance to reduce the mighty US dollar by 90 BRPs! He doesn't seem to have appreciated my strategy. Since the USA has lent BRPs to Britain, the British cannot support the US base, so his base is very vulnerable. I am not hoping to bankrupt America, just prevent an Allied double move. I have also announced movement into the Murmansk Convoy Box to discourage the Allies from trying the Arctic route: in fact it is only one U-boat, and I doubt he'll be fooled!

This turn I built my last airbase: saving it for so long maintained a useful threat which will be missed.

The Westwall forts appear this turn, always a great relief. And what a humorous move: landing the Maltese 1-3 at Casablanca—with no opposition it should reach Tunis in Spring 1945!

Axis Spring 1944: *The Germans counterattack in the east, aided by the transport of three armoured units through Leningrad. These cut off the Russian spearhead at Vitebsk, advance to the outskirts of Moscow (preventing a Soviet paratroop unit from dropping), and resupply Smolensk (the hex northeast of Smolensk remained in German control, so it is not necessary to pass through it again). While a weak armored line tries to hold the Russian hordes back, Axis infantry is beginning to regroup along the line of the Dnepr.*

Alarmed at the ease with which an Allied attack on neutral Yugoslavia could swamp that country now that they control the Albanian port, the Axis launch a pre-emptive strike, knock out Yugoslavia and redeploy defensively along the Albanian/Yugoslavian border. The only neutral countries now remaining are Spain, Portugal, Turkey, and Greece.

The Italians move a fleet to Corsica as a defensive measure. This turn, the last German airbase was built (at L40) in order to counterair Orel. One U-boat moves into the Murmansk Convoy Box, as usual making a lot of noise in the hope of being mistaken for a larger formation. Due to isolation six Soviet armored units are threatened with loss of exploitation capability in their turn.

Allied Spring 1944

At last I am ready to open a new front in the West. The USA has almost its entire force pool available for the invasion. Since Marcus has wisely defended the Pas de Calais region strongly at the expense of the Normandy beaches, I have landed at the latter, and secured a good-sized bridgehead.

German reaction to my Albanian adventure was swift and strong. There is no longer any chance of a breakout there and so, having at least succeeded in drawing away forces which would otherwise have been defending the Russian front, I am abandoning this foothold and returning my attention to Italy. My chances of taking Rome in the time remaining are small, especially since my fleets in Britain are now too preoccupied with Overlord to be spared for escorting reinforcements into the Mediterranean. However, my continued advance in Italy will keep enemy units away from other fronts. I chose to leave my Albanian force unsupplied, since keeping them in Albania would have enabled the Axis to reach a higher attrition column and so make progress in Italy still more difficult.

Allied Spring 1944: *D-Day! The Americans land in weakly held Normandy, and this time they are there to stay. Paratroops seize Cherbourg. The Americans lose six air factors in an exchange while clearing Brittany and 020 on exploitation. French partisans appear between Brittany and Vichy.*

Advancing a total of three hexes thanks to a paratroop attack on the second line, the British capture Taranto, and advance on exploitation to capture the Foggia peninsula (Y25). 1BEF invades Tunisia while a 1-3 conquers Morocco single-handed! British decide not to contest Albania, and allow the ground units there to remain unsupplied.

The Soviets break the German armored front-line, and, aided by paratroops, seize Dnepropetrovsk. They now hold a strong line from Vitebsk to Dnepropetrovsk. The Russian infantry has at last caught up with the armor.

Britain lends Russia 20 BRPs via Lend-Lease. A British attempt to deactivate Vichy France (-2 modifier) fails.

SPRING 1944 BUILDS/SR
GERMANY
Armor (8): 9 Pz Leipzig, 47 Pz Q33, 39 P Kolberg, 41 Pz Breslau, DAK Prague
Infantry (3): 8 Leipzig, 20 Wilhelmshaven, 76 and 39 L28, 44 L29, 74 J37, 2 Fsjr S27
Infantry (2): Rumanian 2-3 Bucharest
Infantry (): 56 Essen, 66 Aachen, 49 Frankfurt, 50 Stuttgart, Hungarian S29, Bulgarians Sofia, Z30, and Z31
Air factors (3): 5 at J36 and Breslau
TOTAL EXPENDITURE: 101 (builds) + 10 (war on Yugoslavia) + 30 (offensives) = 141, leaving 340
SRs: 1SS Pz to Leningrad, 14 Pz to Y28, 9 Pz to M24, 2 Fsjr to Y28, 39 Pz to Minsk, 41 Pz to Y29, 8 inf to W26, DAK to Naples, unused 5-4 (Leningrad) to Sarajevo

ITALY
Infantry (2): 5 Y24, 11 Venice
Infantry (1): 35 Trieste
Replacement (): Z24
TOTAL EXPENDITURE: 6 (builds), leaving 91
SRs: 17 inf to Z28, 11 inf to Z29, fleet (Venice) to X20, airbase (Rome) and 5-4 unused (Lyons) to Sarajevo
Lent: repl. (O21), Folgore, 5, 5-4 (Sarajevo)
TOTAL AXIS BRPs LEFT: 431
NB: Allied total now also 431
1 U-boat moves to Murmansk box

BRITAIN
Fleet (27): Portsmouth. Fails to deactivate Vichy (die roll -2, cost 5 BRP).
TOTAL EXPENDITURE: 27 (build) + 5 (Vichy attempt) + 20 (gift to USSR via Persia, escorted by US fleet Plymouth) + 15 (offensive) = 67, leaving 77
SRs: 1AB to Brindisi, 5 to LL19, 2 × 5-4 (one Free French) (AA26) to Messina, airbase (Liverpool) to Great Yarmouth, 20 BRPs to Persia en route to Russia, Fleets Free French 8 (Portsmouth) and Free French 9 (Gibraltar) supply Z Can, 12, WDF, SGCM, 1AB.

USSR
Armor (6): 4 F43, 22 H42
Infantry (3): 70 I41, 1 Shk F43, 5 Gds G42
Infantry (2): 11 H42
Air factors (3): 5 at Kalinin

TOTAL EXPENDITURE: 38 (builds) + 15 (offensive) = 53, leaving 73
SRs: airbase (K47) to Vitebsk, 1 Pr to Orel, 61 to J42, 62 to I43, Nav to G43, 12 to Bryansk

USA
Armor (10): 1, 7, 20 USA
Air factors (3): 5 USA
Fleet (27): 1 USA
Partisans (2): P20 and Q20
TOTAL EXPENDITURE: 76 (builds) + 15 (offensive) = 91, leaving 70
SRs: Fleet USA to Plymouth and 5-4 (USA) to Portsmouth, 20 arm and 7 arm to Scapa Flow, 1 arm to Plymouth, 4 inf to MM19, 5-4 (London) to Cherbourg, 5-4 (Plymouth) to Rennes, airbase (DD22) to Messina
TOTAL ALLIED BRPs LEFT: 240 (20 en route in Persia)
8,9 in AA26 removed due to lack of supply, BH (DD22) removed due to redundancy

Axis Summer 1944

Three months ahead of schedule, in Spring 1944 the Allied steamroller lands in France. From now on the Western Front gets most of my attention. I seem to have succeeded in channeling his attack away from Calais: Normandy is not the worst place he could have landed (but not the nicest either!). Once again he has used his partisans to great effect: I didn't really deserve to get such a good attrition result, and I don't deny it was a mistake to allow him such good positions in which to build partisans. What really worries me now is that he will combine his powerful air force with his massive naval superiority to crawl slowly but irrevocably eastwards along the coast. If only the Westwall reached the coast! This is why I am holding the coastline near Paris so strongly. I am hoping he will waste time swinging south from Normandy instead of east. German fleets are now of only limited value, so I am willing to sacrifice them to prevent Allied landings at Calais or Wilhelmshaven. I hope Vichy survives for a few turns more, and I hope to hold Paris for a while longer with the help of my air wings between Belgium and Switzerland.

In Italy there is a real see-saw battle raging with both sides alternately isolating and breaking the isolation of each other's forward units. If only I could push DAK onto the AA23 beach; even so Naples is a good place for armor since it can be supplied regardless, and prevents Allied supply to the north. I am very surprised that he abandoned Albania: I was very frightened by that threat.

But for me, this turn, the really exciting realization is that I have managed to stop the Russians. Much to my own surprise (and I think his) my front line has solidified from Lake Peipus to near Dnepropetrovsk: it was the Axis infantry defending the Dnepr bend which won the day for me. I can now hope to retreat to the narrow neck between Danzig and Odessa with some semblance of order.

The Maltese 1-3 has conquered Morocco single-handed!

Axis Summer 1944: *Attrition on all fronts. The advance of the British up the east coast of Italy has left Celere and Alpini isolated (AA23), so they can not take advantage of a hex gained. However, the British remove the armor which was causing their isolation as an attrition loss.*

For the first time since the rout, the Axis have a stable defense in Russia, running from Lake Peipus southeastwards along a line two hexes east of the Dnepr. Leningrad, held by Germans and Finns, is under siege.

In France, a good attrition result permits the Germans to drive a wedge between the US forces and the partisans. Germany defends Calais and Wilhelmshaven with fleets.

The Italians send an armored unit to Tunisia. Italians and Axis Minors garrison Yugoslavia and Albania.

Allied Summer 1944

The German defense in the East—a line of infantry backed by armor and ZOCs—is proving very

difficult to overcome. With a movement factor of only 5, the Soviet armor cannot infiltrate far through ZOCs (unlike the Panzers which can move through two enemy-controlled hexes), and without sufficient air superiority my airborne units cannot remove the obstructing armor. I have restricted my attacks to one half of the front in order to gain a small localized air superiority. This has enabled me to make two breakthroughs which, together with newly-built partisans, have isolated several units.

In Italy I can make no more progress until I capture Naples as the ZOC of the armored unit there would put my advancing units out of supply. Naples is too strongly defended to be taken by offensive and cannot be isolated since it is a port. Even an attrition option was not a lot of use as he could have removed the units from Naples to prevent its capture, but it perhaps will give me the opportunity to take it next turn. I considered the possibility of an airdrop onto Rome, but with 4 Axis air units close enough for a counterattack, I could not have held it.

It is beginning to look very unlikely that either Allied side will achieve its victory conditions. My rate of advance on all fronts is just too slow. This is a result of the size of the German BRP lead. He is able to keep his entire force pool in play while I am barely able to do so and cannot afford the heavy losses which the Allies must accept if they are to win. The Russians in particular, because of their lack of aircraft, need to wear down the Germans with low-odds attacks. All I can do is push forward towards those objectives which are within easy reach and try to make the shortfall in number of objectives as small as possible. This means that the Mediterranean front, where no more objectives are likely to be captured, will receive low priority and will probably be stripped to reinforce the West.

Allied Summer 1944: *The Americans liberate Paris on exploitation.*

On the Eastern Front, a slugfest begins as the Soviets push hard, driving a thin wedge westwards from Dnepropetrovsk, and getting a toe-hold across the Dnepr at N39. Partisans seize Odessa and threaten to complete the encirclement of those units holding the Dnepr bend.

Threatened by encirclement by the Italian armor, 1BEF withdraws from Tunisia. Attrition makes no progress in Italy. Britain lends Russia 20 BRPs via Lend Lease.

SUMMER 1944 BUILDS/SR
GERMANY
Armor (8): 2SS Pz and 19 Pz Prague, 46 Pz J37
Infantry (3): 17 Breslau
Infantry (2): Hungarian 2-3 R33, Finnish 2-3s A46 and B45 and Helsinki
Infantry (1): 79 Kiel, 81 Q25, Rumanian 1-3s (two) in Cernauti
Replacements (1): 2 in K36
Air factors (3): 5 at Dresden, 1 Finnish at Helsinki
TOTAL EXPENDITURE: 59 (builds), leaving 301 after receipt of 20 BRP loan from Italy
SRs: 40 and 44 inf to X24, 2SS Pz to 040, 19 Pz to R39, 5-4 (Florence) to L40, 17 inf to Minsk, 14 Pz to F41, fleets (Kiel) to Wilhelmshaven and Calais 56 Pz, Finnish unit on F46 and replacement (Brest) removed due to isolation

ITALY
Armor (4): 2 Milan
Infantry (1): 16 W24, 20 Rome, "Libya" Venice
Replacements (1): Trieste and T26
TOTAL EXPENDITURE: 9 (builds) + 20 (loan to Germany), leaving 57 after loss of Morocco (5)
SRs: 5-4 (Sedan) to Vilna, 2 arm to GG14, 35 to L40 (then lent), replacement (X20) to N40
Lent: R (O21), Folgore, 5, 39, 1 arm, 2 arm
TOTAL AXIS BRPs LEFT: 358
NB: Allied total now 240, including 20 in Persia
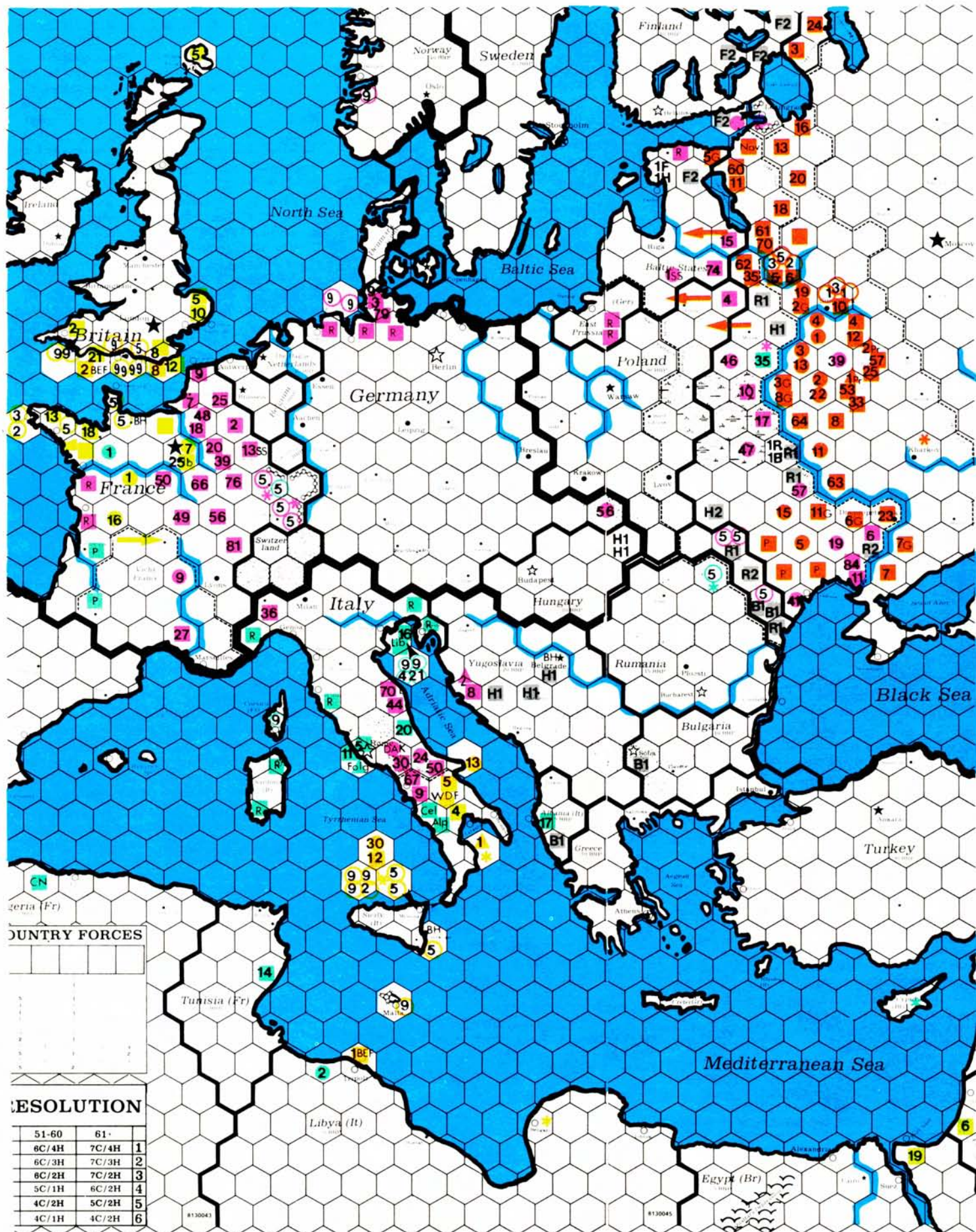For checking: No Axis unbuilt units except those eliminated due to isolation

BRITAIN
Infantry (1): "Palest" Portsmouth, "Egypt" Dover
Air factors (3): 5 at Plymouth
TOTAL EXPENDITURE: 17 (builds) + 20 (gift to USSR via Persia) = 37, leaves 40

Positions prior to Allied Combat Phase Fall 1944: Ground units have their unit designation printed in black with a solid square for infantry, a solid circle for armor, and a solid triangle for airborne. Replacements are designated by the letter "R", partisans by "P", and Minor Allies by a combination of nationality letter and attack factor (F2 = Finnish 2 factor unit). Air and naval units are shown by their attack strength within a hollow circle. The Axis, for all its strength, is losing ground to sledgehammer offensives from east and west.

SRs: 5 to Brindisi, airbase (Great Yarmouth) to L23, 5-4 (Plymouth) to Lorient, Fleets FF8 (Portsmouth) and 2+1 (Messina) supply 3 units in France and 3 in Italy

USSR
Infantry (2): 10 and 12 (K42)
Infantry (1): 23 N42, 20 C46
Paratroops (6): 2Pr Bryansk
Air factors (3): 5 at Stalino
Partisans (2): Odessa, S37, Q38
TOTAL EXPENDITURE: 33 (builds) + 15 (offensive) = 48, leaving 45 after 20 gift received
SRs: airbase (Orel) to Kharkov, 5-4 (Bryansk) to Kharkov, 2 Tk to P43, 18 inf to D46

USA
Air factors (3): 5 and 1 in USA
TOTAL EXPENDITURE: 18 (builds) + 15 (offensive) = 33, leaving 37
SRs: 5-4 and 1-4 and airbase (USA) to Portsmouth, 5-4 (London) to Brest, 2 to Plymouth, 4 to Messina.
TOTAL ALLIED BRPs LEFT: 142 (including 20 in Lend Lease Box)

Axis Fall 1944

The loss of Paris so soon is a big disappointment: since I cannot counterattack, I have lost Vichy. I will miss those units holding the south, but at least there is now no need to keep any Italians in Africa. I was hoping he would strike southwards, but he did not take the bait.

The Russians are still pushing hard: those blasted partisans are active again and having occupied Odessa are in danger of isolating the units between there and Dnepropetrovsk. I don't think I can hold the Dnepr bend, so will try to retreat into Rumania.

I was very fortunate to get excellent attrition results on all three Fronts. In the East, three hexes were the minimum I needed to be comfortable: one push dislodges the partisans from Odessa so resupplying the Dnepr bend, a second push throws the Russians out of the marshes and back across the river thus reducing the pressure on Kiev, and the third allows the panzers to advance adjacent to Bryansk preventing the Soviet paratroops there from dropping this turn. It is not often in a game that one actually develops an affection for a unit, but I have to say 1st infantry and GSD armor (P41) have earned that honor. They moved into position adjacent to Dnepropetrovsk back in Spring 1944 and acted as a breakwater against the Russian tide. But finally their time is up. I shall miss them.

In the West I have also been lucky: gaining a hex has permitted me to push the lent Italian armor adjacent to the American paratroops, a very useful advance which also hinders the arrival of Allied reinforcements.

In the Mediterranean, attrition continues to take a heavy toll of the British (in fact the Canadians—he removed both Canadian armor and infantry to protect the armor at Y25). Just for the fun of it, I have also sent a lent Italian armored unit into Tunisia (last turn) and now Libya. It has chased the British 1BEF all the way back to Tripoli!

I am now defending Albania with two adjacent units, so preventing Allied SR into the port after a paradrop. I have lain a carpet of units from Belgrade to the Yugoslav beach, because partisans otherwise could actually isolate the beach by surrounding it.

I have garrisoned Oran against the marauding Maltese!

Axis Fall 1944: Attrition on all fronts reaps good results everywhere. The Soviet crossing of the Dnepr in the center is repulsed, though the position in the south is untenable. The Axis prepare to defend the Rumanian border. Six infantry units, two armoured units and the parachute unit are lost by isolation.

In France, the Germans prepare to defend a line from Dieppe to Switzerland, plus Marseilles. A lent Italian armored unit advances adjacent to Caen, blocking the American advance and preventing the US paratroops from dropping in their turn.

The British advance in Italy is checked. Celere and Alpini still hold out at AA23. The Italian armored unit in Tunisia advances on Tripoli, via JJ14 and JJ15 to avoid the risk of isolation by the SR of an Allied armored unit behind its back.

Allied Fall 1944

I positioned my Russian partisans badly last turn, enabling Marcus to resupply his southern pocket. Since he has now swamped this part of the front with air units, I'm switching my attack back to the north. In the center, I just can't get a foothold across the Dnepr river. I couldn't quite reach Riga this turn, but I should be able to take it by the end of the game. I've placed an airborne unit at G42 from where it can threaten Stockholm and Helsinki as well as support my Baltic States offensive.

The failure to capture a hex with my Mediterranean attrition signals the end of any chance I may still have had to capture Rome. I'm not even tying down any Axis air units in Italy. My units there—particularly the air and airborne—could be better used in France and will now be transferred there as soon as possible.

The Italian 2nd Armor in Libya is making a nuisance of itself. If I'm not careful, he might be able to make a 1-1 attack on Tripoli with shore bombardment. Since this is the only objective I've captured in the Mediterranean, it would be embarrassing to lose it. The 30th Armor has been dispatched to Africa to lend a hand. I've also placed an airbase in a hex which the Italians are likely to want to move through, thus sending it back to Britain—a cheap way of redeploying it.

It's not worth conserving BRPs any more. I won't have much opportunity to build in 1945. However, I've left Britain with enough so that even if it takes an offensive next turn and suffers the maximum possible Strategic Warfare losses, the next Year/Start BRP level will be 60—enough for two offensives each turn in 1945.

Allied Fall 1944: *Leaving the center and south alone, the Soviets drive hard in the north. Soviet armored spearheads reach the border between East Prussia and the Baltic States. In the south, both sides are trying to isolate each other. The Russian advance here is restricted to a width of one hex by an armored unit, but partisans hold the Soviet/Rumanian border.*

The Americans finally breakout across the Loire into southern France. Partisans seize Marseilles.

No progress is made in Italy. The armored unit which so daringly seized the Foggia peninsula, is now eliminated due to isolation. The British begin to abandon the Mediterranean.

The USA lends Britain 2 BRPs, leaving the USA with 15.

FALL 1944 BUILDS/SR
GERMANY
Armor (8): 56 Pz Q33
Infantry (3): 27 Leipzig, 30 and 36 Munich
Infantry (2): Finnish 2-3 A46
Infantry (1): Rumanians in Cernauti and U36, Hungarians in R33 (two)
Replacement (1): Kolberg
Air factors (3): 5 in Aachen and Essen
TOTAL EXPENDITURE: 54 (builds), leaving 205 after loss of France (42)
SRs: airbases (Berlin) to Metz and Strassbourg, 5-4s (Brest-Litovsk, Aachen, Essen) to Cernauti, Metz, Strassbourg, 27 inf to U19, 30 inf to Cassino, 36 inf to Turin, replacement (Kolberg) to Talinn
The following units are removed due to isolation: paras, GSD, 2SS Pz, and infantry: 1,23,29,51 and Rumanian (P40)

ITALY
Infantry (2): 11 Rome
Replacements (1): U21 and Livorno
TOTAL EXPENDITURE: 4, leaving 53
SRs: 5 to Rome, airbases (Rome and Sarajevo) to Cernauti and S35, 5-4 (Lvov) to S35, 14 to FF16
Lent: 5-4 (metz), 1 arm, 2 arm, 35
TOTAL AXIS BRPs LEFT: 258
NB: Allied total now 142, including 20 in Persia

BRITAIN
Infantry (3): 2C L23, 8 J25
Infantry (1) "Egypt" Portsmouth, "Palest" L23
Air factors (3): 5 at Portsmouth
TOTAL EXPENDITURE: 23 (builds), leaving 19 after receipt of 2 BRPs loan from USA
SRs: airbase (L23) to Liverpool, 5-4 (Messina) to Portsmouth, 1AB to St Nazaire, 30 arm to JJ17, airbase Benghazi to KK15, FF8 in Portsmouth and 9 in Malta supplied 6 units in Italy/Sicily plus "Malta" and US 13 armor. 18AB dropped last turn, and all other US units were supplied from Paris
13 arm removed due to lack of supply, and BH (Caen)

USSR
Infantry (3): 3 Gds M40, 8 Gds L41, 2 Gds Dnepropretrovsk
Infantry (2): 12 M41
Infantry (1): 14 U39, 19 R42, 21 S41, 29 Q42, 27 P41, 28 O41, 30 P42
Air factors (3): 2 at Vitebsk
TOTAL EXPENDITURE: 24 (builds) + 15 (offensive) = 39, leaving 26 after receipt of 20 gift
SRs: airbase (Kharkov) and 5-4 (Smolensk) to G42, 1 Pr to G42, 53 to Vitebsk, 2 Shk to J42, 5 Shk to K42

USA
Infantry (3(: 22 in USA
Partisan (2): Marseilles
TOTAL EXPENDITURE: 5 (builds) + 2 (loan to Britain) + 15 (offensive) = 22, leaving 15
SRs: 22 to Portsmouth, fleet (Plymouth) to Scapa Flow, 20 arm to Q19, 5-4s (Caen and Lorient) to Liverpool, 3-4 and 1-4 (Cherbourg) to Glasgow, 12 to Q19, 8 to R19
TOTAL ALLIED BRPs LEFT: 60

Axis Winter 1944

I confess that I did not expect such a powerful Soviet drive in the north: my eyes have been held by the action in the south where the Russians have a corridor just one hex wide and we are both trying to isolate each other. That the Russians reached the East Prussian border at all is very alarming: I had intended to use the Parnu bridgehead, established very early in the game, as a second Leningrad, but it looks like the Baltic States have had it. I feel the threat in the north is very serious, and have diverted all available units thither. It is time to start worrying about ownership of objectives, so I am going to make an effort to hang on to Riga for a little while longer, though I recognize I cannot expect to keep it until the end.

In the West the gallant lent Italian armor has been overwhelmed, and the Americans have surged southwards . . . much to my delight! Every turn they waste going south is a turn gained for me, even if he is after Lyons, Marseilles, Milan and Genoa. The capture of Marseilles was a brilliant move, I admit. Both partisans were already in play, so I did not garrison that objective. I failed to realise that he could kill off a partisan and immediately rebuild it elsewhere! Fortunately the partisans do not make the port friendly to him.

In the Mediterranean, the impasse has at last been broken. His attrition failed and 13th armor at Y25 has been eliminated by isolation. He has begun to withdraw units to the Western Front realising he is unlikely to capture Rome. I wonder? Do you think I might have a chance to recapture Tripoli? I think I'll sneak a few units across in the next few moves and see if he responds.

I have a plan, a good plan. Allied BRPs are very low (at the end of the fall turn the USA had only 15, and can't receive loans from Britain). My biggest problems are the Allied air wings. I am very rich. These three facts give me the opportunity to hit back hard in Spring 1945: this is my reason for going for the American and Russian air wings. I have destroyed three American air wings and two Russian. He could at most rebuild only two of these, reducing the Allied superiority temporarily by three air wings. This should be enough for me to launch a last desperate attack somewhere, in the Spring.

On the Eastern Front, I have carefully arranged my attack so that an armored unit can exploit into Riga. It will be in supply throughout the spring. Attacks in south Russia have been much more successful than expected; now that the Soviet armor has gone things look quiet. In the West, I chose to

attack the partisans across a river: now I can place a BH on Marseilles, which could be very useful. But the arrival of the British paratroops in St. Nazaire is very worrying. I now need four lines to hold the German border!

In the Mediterranean the Maltese 1-3 in Morocco has been removed as an attrition loss: rather a shame I feel—the battle of the pygmies in North Africa was looking like fun.

Axis Winter 1944: *A German counterattack reduces pressure on Riga. The front-line now runs from Riga to Kiev, Cernauti, Kishinev, Odessa. Leningrad is besieged.*

With Allied treasuries very low and the Axis now confident of maintaining the initiative into 1945, the Axis concentrate on destroying Allied aircraft. Two Soviet and three US airwings are destroyed.

The Germans recapture Marseilles from the partisans, placing a bridgehead there! They now hold a strong line in depth from Dieppe to Switzerland, and from there to Marseilles.

Allied Winter 1944

My advance is slowing on all fronts, as my forces become progressively weaker through sustaining losses which I can't afford to replace.

On the Western Front, I've concentrated on securing one objective, Antwerp, by means of a single thrust along the coast. This plan had several advantages over a breakthrough in the center of the front: (1.) it enabled me to place my advance units on an objective and a bridgehead so that I wouldn't lose my gains to attrition; (2.) the capture of Calais and Antwerp will enable me to Transport my units straight into the combat area; (3.) I'm threatening to outflank the West Wall; (4.) Folgore is prevented from making an air assault by the ZOC of my armor; (5.) 18AB should be able to drop again next turn since the German armor adjacent to it is almost certain to remain isolated and be removed before my next turn.

I have to change directions again in the East because of the mass of German armor around Riga. My breakthrough towards Lvov gives me a good chance to capture this objective and divides his forces into two, making a German counterattack more difficult. However, my disastrous 1-1 attack on 57th Panzer has left my southern flank looking rather fragile, and I could be in trouble there.

Allied Winter 1944: *In a brilliant attack, the Americans advance along the coastline to seize Dieppe, Calais and Antwerp! British troops deploy in southern France.*

The Soviets achieve a large breakthrough in the center, taking Kiev and exploiting to the outskirts of Lvov. They still threaten Riga.

The British evacuate further units from the Mediterranean.

The Americans and Soviets are unable to rebuild the five airwings destroyed last turn, due to lack of BRPs.

WINTER 1944 BUILDS/SR
GERMANY
Armor (10): GSD Munich
Armor (8): 19 Pz and 39 Pz Nuremburg, 2SS Pz Munich
Infantry (3): 1 Leipzig, 4 and 6 J37, 10 and 11 J36, 15 and 17 Q33, 23 and 29 Graz, 36 Essen, 51 Aachen, 74 Frankfurt, 84 Stuttgart
Infantry (2): Rumanian 2-3 R35, Finnish 2-3 Helsinki
Infantry (1): Rumanian R35 and T36, Hungarian R33
Replacements (2): L28 and Q25
Paratroops (9): 1 para Kolberg
Air factors (3): 5 at Berlin, Leipzig and Dresden; 4 at Stuttgart; 1 Rumanian Cernauti; 1 Hungarian Budapest; 1 Finn Helsinki
TOTAL EXPENDITURE: 157 (builds) + 30 (offensives) = 187, leaving 18
SRs: 19 Pz to 138, 39 Pz to K37, 23 inf to Marseilles, 29 innf to T21, 2 SS Pz to M38, GSD to P36, 1 inf to Stockholm via Wilhelmshaven/Bergen, 1-4 unused (Stuttgart) to Helsinki, 30 inf to Antwerp

50 inf and replacement (Talinn) are removed due to isolation; the BH (Parnu) is removed due to redundancy, as is the Allied BH (Casablanca)

ITALY
Armor (4): 1 U21
Infantry (2): 10 Genoa
Air factors (3): 5 at Milan
TOTAL EXPENDITURE: 21 (builds), leaving 32
SRs: Folgore to the Hague, 17 inf to T20, replacement (T26) to L39, 5 inf to U20, 11 inf to L38
Lent: 35, 2 arm, Folgore, 5-4 (Milan)
Alpini and Celere are removed due to isolation
TOTAL AXIS BRPs LEFT: 50
NB: Current Allied total is 60

BRITAIN
Air factors (3): 5 at Birmingham
TOTAL EXPENDITURE: 15 (builds), leaving 4
SRs: 5-4 (Syracuse) to Rennes (remove BH), Free French 5-4 (Messina) to Vichy, 2 BEF to Vichy, 2 Can to S20, 8 to T19, "Palest" to U18
FF8 in Portsmouth and 9 in Malta supplied units in Italy and Tripoli

USSR
Armor (8): 1 Tk Smolensk
Infantry (3): 6 Gds O38
TOTAL EXPENDITURE: 11 (builds) + 15 (offensive) = 26, leaving 0.
SRs: airbase (Vitebsk) to N40, 5-4 (Bryansk) to Smolensk, 16 to J41, 27 to M41, 29 to K41

USA
Airbase (Cherbourg)
TOTAL EXPENDITURE: 15 (offensive), leaving 0
SRs: 5-4 (Manchester) to Portsmouth, 3-4 and 1-4 (Manchester) to Cherbourg, 22 to Q20, airbase (Messina) to Gibraltar
TOTAL ALLIED BRPs LEFT: 4

1945 YEAR START
Strategic Warfare Resolution
Germany has 30 U-boats from last year and 26 built in 1944 = 56. Allies have 10 ASW, each of which sinks 2 U-boats, leaving 36, of which one was transferred to the Murmnask Box. The remaining 35 reduce the US base by 105 BRPs to 71!

GERMANY
18 BRPs left. Growth rate 50% = 9, so new base 321 + 9 = *330*
Conquest and active allies: as last year minus France (42) plus Yugoslavia (20), total 190
Total BRPs 1945 start: *520*

ITALY
32 BRPs left. Growth rate 20% = 6, so new base 82 + 6 = *88*
Conquests: Tunisia (5), Algeria (5), total 10
Total BRPs 1945 start: *98*

BRITAIN
4 BRPs left. Growth rate 40% = *1, so new base* 149 + 1 = *150*
Conquests: Lebanon-Syria (5), Libya (5), Morocco (5), total 15
Total BRPs 1945 start: *165*

USSR
0 BRPs left, so base remains at *141*
Total BRPs 1945 start: 141 - 15 (Leningrad) = *126*

USA
0 BRPs left, so base is *71* as above
Conquest: France (42)
Total BRPs 945 start: *113*
TOTAL AXIS: 618
TOTAL ALLIES: 404

Axis Spring 1945

The American attack in the winter was brilliant! I was too confident that he had his eyes on the south. I placed the 48th armor in M24 to stop him advancing further along the coast than Calais. I failed to take into account that he could advance-after-exploitation-combat into Antwerp. A foolish oversight. With the Allied navies at his disposal he does not need air wings when advancing along the coast.

Having given me a scare in the north, the Russians have achieved a significant breakthrough in the center. Lvov is his immediate target. But a 1-1 attack near Kiev went wrong when he rolled an 'A'—unfortunately the defenders are isolated by his advance so cannot take advantage of the hole that has appeared in front of them. Now to spring my Battle of the Bulge on him!

In the Year/Start 105 BRPs were knocked off the US Base, which now stands at an impoverished 71 BRPs, less than Italy! Something tells me Ike is not going to win any elections! None of those 5 air wings I destroyed last turn has been rebuilt, so my attack has a chance.

The Battle of the Bulge (East Front version) has gone very well. I threw seven air wings and every armored unit I could lay my hands on against him. He made the bad mistake of laying siege to Leningrad with just a single line. By transporting a second armored unit to Leningrad I was able to breakthrough and get behind Lake Peipus (pinning a Soviet paratroop unit) and, by linking up with a thrust in the center, have isolated the whole of the Baltic States. Most of his armor is destroyed, and I have a good chance of taking Dnepropetrovsk. Russia cannot hope to recover in time now, so I can concentrate during my last turn against the Western Allies! What a brilliant move! I am excited.

In the West I have concentrated on building a line four units deep. I don't think he will succeed in crossing the Rhine, except perhaps along the coast. In a very strange maneuver, I have attacked back across the river near Marseilles and placed *another* BH, on the beach (I cannot use this BH as a seaborne supply source, since it was placed after a river crossing). I am determined to hold Milan and Genoa to the last.

In the Mediterranean, I am preparing for my attack on Tripoli. I intend to make a low-odds attack, in the hope of an Exchange wiping everybody out, then drop Folgore in the smoking ruins.

Axis Spring 1945: *The Battle of the Bulge...but on the Eastern Front! A massive German counterattack takes advantage of local air superiority caused by those five unbuilt Allied airwings. Thirtyseven Axis airfactors aid the attack. Armor, transported to Leningrad, breaks out and isolates the Russian infantry in the Baltic States. The armored spearheads around Lvov are knocked out, and German armor exploits as far as the outskirts of Dneropetrovsk. A considerable portion of the Soviet army is isolated. Paratroops are moved to Constanta ready to attack Dnepropetrovsk.*

In France, all is quiet. The German line is four units deep (facing two parachute units), stretching from the Hague to 023, Switzerland, Lyons and Marseilles.

Deutsche Afrika Korps, Italian 2nd armor, 14th inf, and CN inf prepare to attack Tripoli at low odds, hoping to get an exchange wiping out everyone, leaving Tripoli open for the Folgore paratroops to drop into the empty city from Tunis at the end of the turn.

Allied Spring 1945

The German counteroffensive in the East came as quite a shock to me. I had considered the possibility that he might Transport one Panzer unit into Leningrad and make a small breakout, but I didn't think that one exploiting unit could do much damage. How wrong I was.

I couldn't get enough units next to the 14th Panzer to attack it or push it back by attrition, so my units in the Baltic States face isolation again next turn. This means that I no longer have any chance of taking Riga. All Russia can do now is defend what it has already got. I had to take an attrition option this turn to push the exploiting Panzers away from Dnepropetrovsk.

Lack of armor prevented me from making a major encirclement in the West, despite my air superiority. I therefore concentrated on taking Marseilles—giving me one objective and a forward base from which to threaten two more (Genoa and Milan). Even Rome is now threatened by my airborne troops. I've been careful to ensure that both Western Allied airborne units will be able to drop next turn, to maximize my chances of opportunist grabs at objectives after it's too late for the Germans to react. Needless to say, I've spent all the BRPs I could, and purchased every available British and US armored unit.

I've diverted one air unit to Malta to counter the Axis threat to Tripoli. If not needed, it can be Transported to Marseilles (as can WDF and 30th armor).

Allied Spring 1945: *Soviet attrition resupplies the Baltic States, and reduces the threat to Dnepropetrovsk. Soviets SR infantry out of the Baltic States to a safer location. The German attack has thrown the Soviets off-balance.*

In France, paratroops capture Lyons and Marseilles, though at Marseilles an exchange results in the loss of two air factors and six naval factors. On exploitation, one armored unit reaches the French/Italian border. In northern France, the Allies advance one hex down the length of the front, capturing Brussels.

The British reduce their commitment to the Mediterranean even more, and build two airwings which up until now they could not afford. The Americans rebuild eight airfactors and the Soviets ten.

SPRING 1945 BUILDS/SR
GERMANY
Armor (10): GSD Berlin
Armor (8): 2SS Pz Essen, 48 Pz Q33, DAK Munich
Infantry (3): 7 Essen, 18 Stuttgart, 23 Frankfurt, 25 and 30 Aachen, 76 Q26
Infantry (2): Finnish 2-3 A46 and B45, Hungarian 2-3 R33
Infantry (1): Hungarian R33, Rumanians (two) S33, Bulgarian X33, 50 inf L29
Paratroops (9): Breslau
Replacement (1): R25
Air factors (3): 5 at Breslau, 1 Hungarian at Budapest, 1 Bulgaria at Sofia
TOTAL EXPENDITURE: 94 (builds) + 30 (offensives) = 124, leaving 396
SRs: DAK to JJ15, paras (Breslau) to Constanta, airbase (Metz) to Odessa, 48 Pz to Odessa, GSD to N35, 24 Pz to L27, 5SS inf to N35, replacements (2 at K36) to Strassbourg and K27
Note for checking: No unbuilt German units

ITALY
Infantry (3): "Alpini" Genoa, "Celere" U21
Infantry (1): 17 Milan, 35 Genoa
Replacement (1): S24
Air factor (3): 1 at Spezia (builds up to a 5-4)
TOTAL EXPENDITURE: 12 (builds) + 30 (offensives) = 42, leaving 56
SRs: Folgore to Tunis, CN to JJ14 replacement (U21) to Metz, 11 to U20, 1 arm to P25
Lent: 2 arm, 1 arm, 5-4 (Warsaw), repl. (Metz)
Note for checking No unbuilt Italian units
TOTAL AXIS BRPs LEFT: 452
NB: Allied total is now 404

BRITAIN
Armor (8): 1C Manchester, 13 Liverpool, Polish Coventry
Armor (6): FF5 GCM Birmingham
Infantry (1): "Malta" Plymouth
Air factors (3): 5 at Portsmouth and London, FF2 at Portsmouth
TOTAL EXPENDITURE: 67 (builds) + 15 (offensive) = 82, leaving 83
SRs: 1C arm to N23, 13 arm to Paris, Polish to P22, 5 GCM to R22, 5-4 (London) to Malta, 9-fleet Portsmouth to Messina
FF8 (Portsmouth) and 2 + 1 Messina supplied units in Sicily and Tripoli. BH N39 removed.

USSR
Infantry (3): 7 Gds R40, 57 and 62 Dnepropetrovsk, 63 L41, 5 Shk Smolensk, 2 Gds Moscow, Nav Moscow
Infantry (2): 12 Q42, 6 J42, 8 P41
Infantry (1): 22 T39, 14 S40, 26 O41, 23 N41, 16 M41, 13 K42
Air factors (3): 5 and Stalino and N43 (airbase at N43)
TOTAL EXPENDITURE: 63 (builds), leaving 63
SRs: 54 to R43, 1Tk to Smolensk, 2Pr to Dnepropetrovsk, 3 Shk to R41, 9 to Stalino, 11 to U41
11 Gds removed due to isolation (6 Gds was supplied by BH (Kiev))

USA
Armor (10): 16 USA
Infantry (3): 5 and 23 (USA)
Air factors (3): 5 and 3 (USA)
Also change 3-4 and 1-4 (Paris) to 2-4 and 2-4, change 2-4 and 1-4 (Toulouse) to 3-4
TOTAL EXPENDITURE: 40 (builds) + 15 (offensive) = 55, leaving 58
SRs: 5-4 (USA) to Great Yarmouth, 3-4 (USA) to Dover, 16 arm and 5 inf (USA) to Portsmouth 23 (USA) to Plymouth, 2-4 (Paris) to Dover, 2-4 (Paris) to Toulouse, 19 to Malta, airbase (Cherbourg) to R21, 10 to Q22
TOTAL ALLIED BRPs LEFT: 204

Axis Summer 1945

The isolation of the Baltic States has been broken with the loss of two armored units from at-

trition. In the West, the Allies have made a forceful attack in the south of France and grabbed Lyons and Marseilles. But they have only advanced one hex in central France which is very good news. In the Mediterranean there are hardly any units at all now.

Because of my substantial BRP lead, the Allies will have the last turn of the game, a rare event. This is a big disadvantage. I have therefore taken attrition options on both the West and Mediterranean Fronts, so that my air wings can offer DAS. Attrition in the East was poor: I have only been able to destroy one of the three surrounded units. My attack on Tripoli failed. His interception was too successful (the Tripoli fleets anyway intercepted automatically). The odds were too low at 1-2 to completely eliminate the defenders, even though in the event I did roll an Exchange. So from Tunis, Folgore dropped back into Italy and SRed to the bastion of Genoa. As an interesting little aside, I would point out that Genoa now holds the largest stack the Axis can make: two 5-6 armored units, the German paratroops and lent Italian Folgore, a total of 15 factors. Every single air unit I can lay my hands on is crammed into Austria and Bavaria. Now I just sit and wait!

Axis Summer 1945: *Germany takes an attrition on the East and West and goes on to the defensive. In France the front-line stretches from the Hague to Sedan, Metz, Strassbourg, and along the French/Italian border.*

In Russia, the Baltic States are again isolated, thus protecting Riga, and Axis infantry holds a line two hexes inland from the Rumanian/Soviet border.

In the Mediterranean, there is a heavy naval engagement, as the Italian navy attempts to get through to shore bombard Tripoli. It fails. The attack on Tripoli goes in at 1-2. Even so, Folgore stays out of the main battle ready to jump if an exchange destroys all ground units; but the opportunity does not occur.

The Italians recapture Brindisi and Taranto: very few British troops are left in the Mediterranean.

Allied Summer 1945

The last turn of the game I've simply had a go at any objective where I could get at least 1-2 odds. Aachen was my main target, but a last minute stroke of luck gave me Rome as well—of course, if the game had continued any longer, I wouldn't have held it. In addition, a suicide attack on Leningrad cleared the defenders, enabling me to build Partisans there, and at least giving me the satisfaction of seeing the Germans lose an objective, though it doesn't count towards my own total.

Allied Summer 1945: *The Soviets abandon the Baltic States entirely, but launch a 1-2 attack on Leningrad. This results in an Exchange which destroys both attacker and defender entirely. In a brilliant move, the Soviets then build partisans in empty Leningrad, thus denying the city's victory point value to the Axis!*

The Americans push through the Ardennes and capture Aachen.

The British paratroops based in Marseilles drop on Rome at 1-2! They have only a one in twelve chance of success (CA,A)...but they do it! The British control Rome due to a last lucky die roll!

SUMMER 1945 BUILDS/SR
GERMANY
Armor (8): 9 Pz Frankfurt, 46 Pz Stuttgart, DAK L28, 56 Pz K36
Infantry (3): 39 Q25, 20 R25
Infantry (2): Rumanian 2-3 Cernauti, Finnish 2-3s (two) Helsinki
Infantry (1): 56 N27, 66 J37, 81 Breslau, 49 L29, Hungarians (two) Budapest

TOTAL EXPENDITURE: 50 (builds) + 15 (offensive) = 316 after loss of Belgium (15)
SRs: 1SS, GSD and paras (Constanta) to Genoa, airbases (Odessa and Berlin) to Q25, and Q26, 5-4s (J36, Danzig, Berlin) to Q25, Q26, Stuttgart, 39 Pz to Milan
The following are eliminated due to lack of supply: 27 inf, Italian replacements (Y20, AA18), BH (U19)

ITALY
Armor (4): 2 arm S25
Infantry (2): 5 X22, 11 Y23, CN Venice
Infantry (1): 14 Livorno
Replacement (1): Spezia
TOTAL EXPENDITURE: 12 (builds) + 15 (offensive) = 27, leaving 29
SRs: airbase (S35) and 5-4 (Berchtesgaden) to R26, Folgore to Genoa, 5-4 (Spezia) to Venice, 2 arm to Rome
Lent: Folgore, 2 arm, rep (Metz)
TOTAL AXIS BRPs LEFT: 345
NB: Allied total is now 204
Allied builds and SRs irrelevant except for Soviet build of Partisan unit in Leningrad.

FINAL OBJECTIVES HELD:
BRITAIN/US: Manchester, Birmingham, London, Antwerp, Paris, Lyons, Marseilles, Mosul, Suez, Alexandria, Tripoli, Malta, Gibraltar, Rome, Aachen *(15)*
USSR: Moscow, Smolensk, Stalingrad, Astrakhan, Grozny, Maikop, Kharkov, Dnepropetrovsk *(8)*
GERMANY: Berlin, Essen, Breslau, Leipzig, Warsaw, Krakow, Lvov, Riga, Budapest, Belgrade, Ploesti, Oslo, Stockholm *(13)*
ITALY: Milan, Genoa *(2)*
Neutral: Madrid, Istanbul, Athens, Leningrad *(4)*
Playing to Alliance rules this gives a *German Strategic Victory.*
BRPs at end of game: GERMANY 301, ITALY 29, BRITAIN 53, USSR 46, USA 43

Final comments:

What a cheeky lad! Fancy snatching Rome on a 1-2 air drop on the very last turn. The capture of Leningrad was brilliantly executed. The actual odds of the 1-2 attack were 11-17. I was defending with two Finnish 2-3s and one 1-4 Finnish air. With an exchange, I had to remove 11 factors, each Finn being worth 8. I had no choice but to remove the ground units, and he built partisans inside Leningrad since it was still an Axis-controlled hex! In effect he did something similar to what I tried at Tripoli. Leningrad thus ends the game belonging to neither side!

This has been a marvellous game, and I think Richard enjoyed it just as much as me. In fact, it is the best game of *Third Reich* I've played, and I am delighted that we were recording such a memorable and balanced struggle. The German victory can be ascribed to the early attack on Russia, I feel; and perhaps lack of aggressiveness by the Soviet paratroops. It wasn't roses all the way: I really believed Richard had me by the short-and-curlies in 1943! Now, how about a return match? Why are you going pale, Richard? Richard . . . ?

Overview

I think it's fair to say that, even as early as 1942, it was clear that, barring extremely good luck or careless play by Marcus, my chances of victory were slight. The Russians had lost too much ground and the ratio of Axis to Allied BRP strengths was too great. It did appear, for a brief time in 1943, that the Axis forces were collapsing, but Marcus did an excellent job of recovery and repair, and after that he was never in trouble again.

Looking back, I can see many mistakes that I made and will avoid in future games. The biggest one was my Mediterranean offensive. Given my poor position, I couldn't afford the luxury of an Italian campaign, which is a very difficult proposition at the best of times. I would have done better to concentrate my forces in the West and invade France a little earlier. In the end I gained only two objectives in the Mediterranean (Tripoli and Rome—the latter only just); an earlier invasion of France would surely have given me Essen, Genoa and Milan at the very least, and posed much more of a threat to Germany.

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Squad Leader Clinic

THE ADVANCE PHASE

By Bruce J. Degi

"In essence," says the introduction to *CRESCENDO OF DOOM*, "the player's knowledge of the *SQUAD LEADER* system and methodical application of its benefits as opportunities present themselves, becomes an added skill factor . . . of an experienced battlefield commander." With the *COD* rules bringing the total number of pages to an incredible 108 for a single game system, no explanation of the need for rules knowledge is, perhaps, needed. Put quite simply, the more rules you are fully familiar with, the better chance you have in any scenario. But 140 separate rules sections—the sheer weight is almost beyond comprehension. Short of "cramming" for a scenario like you might for some final exam, what can be done? In my experience with both system playtesting and actual play, I've found the best approach is to study each *Phase* of the turn sequence as a unique block. Once you're familiar with all of the rules in general, go back and pick up on, say, all of the rules concerning fire, or rally, or whatever. Your initial impulse might be to study the Movement Phase or the Defensive/Advancing Fire Phases. While those are, of course, important, I'd recommend you start with the *Advance Phase*.

The Advance Phase?! Is he kidding? No, I'm not; in fact, I consider the Advance Phase to be just about the most powerful single segment of a player turn. More on that later; for now you'll have to admit that there just isn't a single numbered section in all of the 108 pages that fully explains the Advance Phase. In fact, the only section that really defines the phase is:

4.7 The attacking player may now move any or all of his non-broken infantry units one hex (regardless of prior fire or movement status). The hex advanced into

may be occupied by enemy units. This is the only time you may move an infantry unit into a hex occupied by an enemy unit.

But if this is your impression of the Advance Phase, the movement prior to Close Combat, you may be interested in what follows. Several unique things happen in the Advance Phase, but the rule books make you pick them out from the rest of the rules. It is vital for any would-be "experienced battlefield commander" to have a firm grasp of the abilities and limitations of the Advance Phase. Most players understand normal movement and fire—a knowledge of the Advance Phase just might be the deciding edge for you.

I've split this clinic into seven sections: advantages, disadvantages, close combat effects, temporarily immobilized effects, mandatory rules, changes, and some brief applications. I'm working with the third edition of *SL*, the second edition of *COI*, and the first edition of *COD*. Though I'd like to say with absolute certainty that I've found *every* reference to the Advance Phase, such a thing is impossible. In fact, anyone you play who claims to know every rule, every change, every question-and-answer to the game system should be avoided—he's dangerous one way or another. I hope these sections will give you a feel for most of what can happen in the Advance Phase.

Advantages: Or, Things you Might Want To Do in the Advance Phase

(1) While you're moving that one hex, section 5.73 allows your squad to carry "up to 5 portage points." A leader can carry "up to 3 leader portage points."

(2) Like to have a truck but only your enemy has one? Check section 51.22. It allows you to capture his truck by moving into it during the Advance Phase. You could also capture a jeep in this manner according to 52.5.

(3) WIRE cannot be entered during normal movement; it must be entered only during the Advance Phase—53.3. (Note, however, that you can move from WIRE to WIRE in subsequent Movement Phases—53.4.)

(4) Does your opponent have a smug look on his face while his squads cower in a bunker? Check 56.22—it states that "either side may enter or leave a bunker during their Advance Phase."

(5) Multi-level building movement is easier in the Advance Phase. Section 57.4 states that you cannot only move up or down a staircase if you're on the staircase hex, you can also move up or down that staircase if you're just *adjacent* to the hex. Both movements can be done to enter into close combat if desired. (Note: Section 125.3 will later restrict this movement one level per Advance Phase.)

Don't get too used to this one fellows because I have it on good authority that *G.I.* will change this capability to an either/or proposition; *either* you move into a new hex, *or* you move up or down a level—*not both*.

(6) This might be a good place to mention the clarification to Section 4.7 in the Appendix on Page 22. "The one hex advance during the Advance Phase may include *any Movement Penalties* for entering or leaving a bunker or entrenchment, or, changing levels in a staircase hex, plus the act of movement into the adjacent hex." Quite powerful if you stop to think about it.

(7) Can you believe it? Five hundred thousand for this lousy T-34 and the dang thing is immobilized. You can try repairs, of course, (66.3)—but you can have your crew re-enter the AFV only during the Advance Phase (also 66.3) though they're probably better off on foot.

(8) Though this may or may not be an advantage, you can place your AFV crew in "CE" status during the Advance Phase if you wish. You can also remove "CE" status in the Advance Phase—both 64.44.

(9) Section 75.2 establishes the fact of only Advance Phase movement to "enter or leave a Marsh hex." This will change somewhat with the addition of the "actual" Marsh hexes in *COD*. They can be entered during normal movement but left only during the Advance Phase (127.3). Entry across an all Marsh hexside, or all water or water-Marsh hexsides must be during Advance Phase only, however (127.2).

(10) You can enter an "abandoned" AFV (yours *or* his) with a crew or squad during the Advance Phase (90.5), but it may not be able to move anywhere (90.6).

(11) Do you thrill to the sight of Russian cavalry charging all those German tanks? If so, you may want to know that each horses' "inherent handler" can move the horse counter one hex during the Advance Phase. This is the only time that unmounted horses can move! (92.9).

(12) Check sections 114.4, 114.5 and the Q&A for 114.4 on page 106, for Advance Phase on skiis. You may switch *modes* or move the one hex, subject to a few exceptions in 114.51 + 2.

(13) In a major change to the original *SQUAD LEADER* rules, the new "Concealed Movement" section (117) in *COD* adds a new importance to the Advance Phase. According to 117.3, concealed infantry in a building/woods hex "may move during the Advance Phase within the LOS of an enemy unit without losing their concealed status, providing the hexside crossed intersects a building/woods symbol and the hex moved into does not contain an enemy unit." A major new use for the Advance Phase!

(14) Unlike loading/unloading of an AFV, motorcycles may be dismounted (123.5) or mounted (123.51) during the Advance Phase. Motorcycles may also be pushed one hex during this phase (123.52). Later rules for bicycles (132.1 + 2) will establish the same mount/dismount, move status for bicycles as for motorcycles.

(15) Perhaps the most popular addition in *COD* are the rules for boats. Several important aspects of sailing-ala-*SQUAD LEADER* involve this phase. Boats can be launched only during the Advance Phase (128.42), land only during the Advance Phase (128.6), or be anchored or "cast-off" during the Advance Phase (128.8).

(16) Foot/Pontoon bridges may be entered by units fording or leaving boats during an Advance Phase. The reverse is also true: units may leave a pontoon bridge to enter the river or a boat, again only during the Advance Phase (both 133.81).

(17) Unlike paratroopers, glider forces may advance the one hex during their "initial Advance Phase on the board." (140.9) Nice to know.

(18) A few of the seemingly thousands of Q&As for the system also have some advantages. The very first Q&A on page 104 allows you to delay entry onto the board until the Advance Phase if you like—(4.7). The Q&A for 89.22, Page 105, states that a player "advancing" onto a broken unit can eliminate or capture it at the advancing player's option. Want to abandon a captured unit? According to Q&A for 89.9, page 105, you can do such a thing during the Advance Phase. And, finally, the Q&A for 128.6, page 106, allows you to "debark from a boat on a river onto an adjacent land hex during the Advance Phase."

Disadvantages: Or, Things You Might Like to Do—But Can't

(1) You cannot stumble around in the Sewers of Moscow during the Advance Phase (27.2). That particular thrill belongs only to the Movement Phase.

(2) "Infantry may not load or debark during the Advance Phase [from an AFV]." (31.4) As mentioned above, however, infantry may load or debark motorcycles or bicycles during this phase.

(3) Though you may move onto WIRE during the Advance Phase, you may not move off WIRE until a Movement Phase (53.4).

(4) Your brave paratroops lose their Advance Phase (and almost every other phase!) during the turn in which they drop (99.1). Remember that this is not true for glider troops however.

(5) Pulkkas may not move during the Advance Phase (108.294). Perhaps the reindeer need a nature break.

(6) Unless accompanied by an infantry unit, the "Royal Family" cannot move in the Advance Phase (or the Movement Phase for that matter) per Section 124.2.

(7) As mentioned earlier, if you have a three-level building, you can advance but one level (via staircase) per Advance Phase. No running in the hallways either! (125.3).

(8) And now, back to the fleet. As important as the Advance Phase is to boats, it can also cause some problems. All boats are subject to Drift: one hex per friendly Advance Phase in a moderate current (126.321), and one hex every Advance Phase in a heavy current (126.322). Infantry trying to ford a river run into the Advance Phase also. Infantry units in the water can *only* move to another river hex during the Advance Phase, and only then if they do not roll a "6" on one die (126.53). And to further complicate boat matters, boats may not be carried over land during the Advance Phase (128.42).

(9) A few problems also surface in the Q&A. Page 104, Q&A for 19.4 states (for the first time) that "movement in the Advance Phase is *one* unit at a time." One result of this ruling is that a stack of squads and a leader cannot advance "together" to gain the leader's benefit against a mine attack. Another problem is addressed on Page 105, Q&A to 53.2: WIRE in a bunker hex would indeed keep a unit from advancing into the bunker from an adjacent hex.

The Advance Phase and Temporarily Immobilized Status

(1) The general rule that "*any* unbroken infantry unit can advance during the Advance Phase" does have its exceptions: those units which have won the Order of the TI. Be careful when you assign the following tasks to your squads/leaders (and be watchful when your opponent does)—any squad/leader doing *any* of the following gets to wear a "TI" counter and *cannot move at all* during Movement *and* the Advance Phase of that turn:

(a) WIRE clearing (53.52) regardless of success

(b) Entrenchment attempts (54.22) regardless of success

(c) Mine clearing (55.52) regardless of success

(d) Changing building levels without a staircase (57.92) regardless of broken limbs

(e) Roadblock removal (62.3); always successful

(f) Immobilization repair attempts (66.3) regardless of success, and add this one to your index under "temporarily immobilized."

(g) Interrogation Attempts (120.1) leader only, regardless of success—add this one to the index also.

(h) Sapper mine placement (136.83) subject to die roll, add to index.

The TI counters can show up at the worst possible times; be sure you understand fully that any TI

unit *cannot move,* even the one hex during the Advance Phase.

The Advance Phase and Close Combat

(1) Section 5.6 establishes one of the primary uses of the Advance Phase: it is the only time (with an exception or two) that you can move a squad onto an enemy squad for close combat. The purpose of this clinic is not to examine the Close Combat Phase, but a few die roll modifiers resulting from the actual movement in the Advance Phase do exist:

(a) Units advancing during Heavy Winds may deduct one from their Close Combat Die Roll (111.32) during that player turn.

(b) Units which advanced during Rain/Heavy Overcast may also deduct one from their Close Combat die roll during that player turn.

(c) Units which advance during Mud must, however, add one to the Close Combat die roll (111.71) during that player turn. And if you liked those you'll just love what *G.I.* has in store for you in this department.

(2) The Advance Phase, of course, is also the time to move infantry onto AFVs for Close Combat against those wonderful tanks. See the entire Section 36 for all the details about advancing onto AFVs. As a sidelight, Page 23, Q&A for 36.24 adds that a *successful* unit can *not* move back to its original hex in the same player turn, but it does get the benefit of the wreck.

The Advance Phase: Mandatory

Only one mandatory rule applies to the Advance Phase: Section 18.42 states that any Berserk unit *must* advance toward the nearest enemy unit in *both* the Movement and Advance Phase. The "Advanced Berserk Status" rules (110) modify this slightly in that a berserk unit cannot move unless in the LOS of an enemy unit, but if so, it must still move (110.2). Also, berserk crews do not move; they fire (110.4).

The Advance Phase: Changes

(1) If you compare the "Sequence of Play" from the back of *SQUAD LEADER* and from *COD* you'll find the phrase "Remove Concealment counters from units adjacent to unbroken enemy units" has disappeared from the Advance Phase segment. The reason? Of all things, Infantry Bypass Movement rules (106.60 + 1) establish a new concealment loss system. An advancing unit does not cause an adjacent unit to lose its concealment status anymore. Instead, an optional "search die roll" at the end of the Movement Phase takes its place. Section 106.6 contains yet another warning for the Advance Phase: "A unit which moves into a concealed/hidden unit's hex during the Advance Phase forfeits its right to simultaneous resolution of close combat." If an ambush could ruin your whole day, read 106.6 and .61 several times.

(2) The second major change, though quite subtle, is much more serious. Before the expansion kits, this game was *SQUAD LEADER*—a game about *infantry*. Even with the AFVs in the basic game, the Advance Phase belonged solely to the infantry. This was one advantage reserved for infantry alone—AFVs could do nothing. In fact, the "Sequence of Play" on the back cover was changed to read "unbroken *infantry* units . . ." under the Advance Phase. But those who drool over the metal machines have struck again. In an unbelievable addition to Advance Phase possibilities, Mine Clearing Vehicles now clear mines during the Advance Phase (136.9). Most of you probably didn't even give this a second thought, but to those of us who eye every additional AFV counter with suspicion in a game system for and about infantry squads, this incursion of armor into the turn phase sacred to infantry is not a matter to be taken lightly. Excuse me; I digress too much. Sigh.

**Now that I know where the rules are,
What do I do with them?**

What follows here are a few suggestions to consider when using the various rules for the Advance Phase. They are intended for the *beginner;* those of you with combat experience will find these much too simplified and incomplete. The more experience you have with the system, the more varied uses of the powerful Advance Phase will become apparent. For example:

(1) The Advance-to-the-Rear Phase—instead of "breaking" a leader to rout with a broken squad (see section 15.8), leave the leader where he is if possible and Advance him backward to the broken unit. This assumes, of course, that the broken squad could rout to the hex directly behind its current position. Now you don't have to worry about the leader "self-rallying."

(2) Advancing units can turn separate squads into lethal fire-groups for the *next turn's* Defensive Fire Phase. Consider the converse—squads and fire groups can fire during the turn and then pull back to safety (perhaps even out of range or LOS) before the enemy gets to shoot at you in his next Prep Fire Phase.

(3) Particularly important is the ability to move here *without drawing fire.* If you must go out onto the streets, look both ways, and then wait until the Advance Phase if at all possible. Your squads are, in effect, "low-crawling" now instead of "moving" and though they only move one hex, they are not subject to that terrible " – 2" modifier next turn. The streets are never safe, but this is one way to lessen your problems.

(4) Finally, except in cases where Advance Phase movement is specifically prohibited (sewer movement, cliffs, more than one level building change etc.), keep in mind that you are moving your squad one hex *regardless* of terrain or other considerations. Move up behind a building in the Movement Phase—out of LOS—then enter in the Advance Phase. Move over walls, hedges, gullies, up or down hills etc. all in the Advance Phase. You may find you can move a squad to places that are extremely difficult to reach during normal movement.

The Advance Phase is a powerful part of your turn. In many ways, the Advance Phase can help you out of a bad situation or into a very good one. *Know your rules—lesson number one; use them—lesson number two.* I'm sure that I have managed to leave something out of this short clinic. Literally hundreds of implications arise when you consider the possibilities of this phase. I'll be satisfied if new players gained some insight into approaching the *SQUAD LEADER* system rule books. If you're new, stay with it—you're struggling with the finest game in the history of wargaming. If you are an "old head" and perhaps you've caught an omission here, I'm satisfied also. You know your rules quite well.

One final thought—if you like this approach to *SQUAD LEADER* rules study you might try the following on your own. Consider "Fate"—do you know all the implications of rolling a "2" or a "12" at any point during the turn sequence? How about everything possible that can and cannot happen during the Advancing Fire Phase? I think if you approach the system in "study modules" you'll find your game improves significantly. Happy gaming!

Next time we'll take a look at moderated postal play methods for SL enthusiasts who refuse to allow the eight phase player turn to deter them from pbm.

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DESIGN ANALYSIS

THE LONGEST DAY-Clarifications and Addenda
By Bruce Milligan

Errata? Please don't use that word; it hurts my ears! Besides, for $65.00 we wouldn't dare put out a game with any errors in it. Printed below are some of the most common questions we have received about this game, along with some rules clarifications, and a few itsy-bitsy items that were inadvertently left out or incorrectly presented in the original game.

THE UNIT COUNTERS AND MAPBOARD

1. Coastal battery MKB Cher does not appear on the mapboard, but there is a counter for it. MKB Cher is actually the battery north of Cherbourg which has no unit designation.

2. There are extra strongpoint counters in the mix. They should be considered spares, and may be used as blank counters.

3. Headquarters and supply units do not have an attack factor. The top number is the defense factor, and the bottom number is the movement factor.

4. Coastal hexes are not considered sea hexes for the purposes of naval bombardment. In other words, you may not bombard one hex inland unless the target is spotted.

QUESTIONS AND ANSWERS

I.F.5. May units stack on top of coastal strongpoints?
A. Yes.

I.G.1. Do units in landfronte fortifications and field fortifications (not the forts themselves) have zones of control extending into all six adjacent hexes or just the three to their front?
A. Just the three hexes to their front.

II.D. Are supply units affected by "LS", "L1", and "L2" casualties?
A. No. Only combat units are affected. Note that an HQ is a combat unit.

II.D.1. Are units that enter the game as reinforcements considered in supply on their turn of entry to the game board?
A. Only if the first hex which they enter is one in which they can be considered to be supplied. Otherwise, they are unsupplied for that movement phase.

II.D.3. Are the combat factors of units which are halved in strength rounded up or down?
A. They are rounded up.

II.D.3. Are units in landfronte fortifications halved in strength when unsupplied?
A. Yes, even though the intrinsic strength of the fortifications themselves is not halved.

II.D.3. May artillery units trace a line of supply to a corps HQ of another nation?
A. Yes, in the scenarios. No, in the Campaign Game.

II.D.3. Is German railroad artillery considered to be always in supply?
A. No, it must trace a supply line to a friendly corps HQ.

II.D.6. Can a supply unit move with a mechanized HQ during the mechanized movement phase?
A. Yes. But it may never move alone during the mechanized movement phase, even if it begins in a hex with a mechanized HQ.

III.B.2. Can a unit with an attack strength of "0" still add its function to an attack for the purpose of modifying the die roll via the Combined Arms Chart?
A. Yes. A remnant with an attack strength of "0" is still considered to be a unit, albeit with an offensive capability not large enough to be reflected in the number of factors taking part in the attack: it is still significant enough to be of value in that attack.

III.C.3.e.1. If a unit is forced to retreat into another hex containing a carpet bombing target as a result of being carpet bombed itself, does it then undergo another attack?
A. No. All attacks are presumed to take place simultaneously.

IV.A.1.a. May naval bombardment be executed during storm turns?
A. No. This question would not be asked had we not inadvertently reversed the results for ST-1 and ST-2, and OV-2. Please note on your Weather Effects Chart.

IV.B.5. *CLARIFICATION:* When attacking, units in fortifications are considered to have left the fortification, at least temporarily, and as such is the case the Armor modification on the C.A.M. chart is ignored for them.

V.A. *CLARIFICATION:* Although there is no German Replacement Phase on the first turn of the Campaign Game, German reinforcements for 6 June begin the game set up on the German Strategic Movement Track, and are therefore eligible to move in that turn. This does not apply to supply units, which may not move (if on the Strategic Movement Track) until 7 June.

V.A.1. *ADDITION:* During the Allied Player Segment of the Invasion Turn of both the Normandy and the Campaign scenarios, there should be an Allied Reset Phase immediately following the Allied Combat Phase.

V.B. When does the D + 1 Drop Phase occur? During the Allied Replacement Phase of the Allied Player Segment on the 7 June turn.

V.B.4.c *CLARIFICATION:* Attacking airborne units always retreat just one hex if forced to retreat as a result of drift combat.

V.C. Can all units in a landing box attack the adjoining beach hex regardless of the six stacking point limit?
A. Yes, but they must be within the stacking point limit at the end of the next Allied Movement Phase.

V.C. May disrupted Allied units land on unoccupied beach hexes during the invasion turn?
A. Yes.

V.C.12. If the defender in a beach hex is eliminated during the Allied Beach Assault Phase, but the attacker is also, can the Allied player still place a BH marker on that hex?
A. No.

V.E. Are units that are disrupted by coastal artillery forced to attack the adjacent coastal hex, and if so are they then automatically eliminated in accordance with the rules governing disrupted units which are forced to attack?
A. No to both halves of this question.

V.E. Are HQ units affected by the fire of coastal artillery?
A. Yes. For this reason our tactical experts suggest that the Allied player keep his HQ units off the beach as long as possible—even until the beginning of the second turn if necessary.

V.E.4.a. This rule says that *all* units are disrupted while the bombardment chart states that all units that *land* are disrupted. Which is correct, and if it is the latter, then may those units attack prior to landing, or may some attack while others land?
A. All units are disrupted. Delete " . . . if moved to coastal hex." from the Bombardment Table.

V.F. When Crocodile units attack enemy units in bocage is the C.A.M. total +6 (+2 for bocage and two times +2 for combined arms) when attacking in conjunction with an infantry unit?
A. Yes.

V.G.3.c. *CLARIFICATION:* The Combined Arms Modifier is doubled whenever a Crocodile unit is involved in combat with at least one friendly infantry-type unit, and the enemy unit being attacked is in *clear terrain*.

VII. *Example #1, Attack A.* In the last sentence of this example, delete the phrase, " . . . and another half expended for the artillery support for a total of one full supply unit."

IX.C.3 Rewrite the second sentence of this section to read: "On the third turn, if storm would be rolled again, it would become ST-2 again."

IX.E.3.a. *CLARIFICATION:* In the Campaign Game, the ×3 multiple for BH hex capacity only applies beginning with the second turn, up to and including the eleventh turn (June 16).

IX.F.5.d. *SPECIAL GERMAN UNIT ENTRY:* Units enter German Strategic Movement Track (or mapboard in the case of the 319 Division) when die roll is greater than number indicated. Roll once per turn for *each* unit, until all units have entered the mapboard.

IX.E. and F. Do new Allied and German units enter the board in a supplied state even if a source of supply is not within 8 hexes of their hex of entry?
A. No.

XII.B. Under the chart labeled "Bridge Demolition Table", the third sentence in the legend should read as follows: "3. If Allied combat unit occupies one of bridge hexes subtract '2' from die roll."

UNIT CLASSIFICATION CHART

1. *HEADQUARTERS UNITS:* All Allied airborne unit HQ's are *non-motorized*. All armored, panzer, and panzer grenadier HQ's are *tracked*. All other HQ's are *motorized*.

2. The German field replacement unit in the Infantry Function category with a movement factor of "8" should be motorized. Similarly, the German field replacement unit with a movement factor of "4" should be non-motorized. The infantry function machine-gun company should be non-motorized. The artillery function parachute artillery battalion and the glider artillery battalion should both be motorized.

THE SCENARIOS

The two units of the 352 Division and the one unit of the 6FS Regiment (only!) are treated as part of the 353 Division when using supply rules. Also, 130 Division Recon unit is positioned directly on the town of Barenton and is treated as an independent unit.

Scenario Two: The Falaise Pocket

The 9SS Panzer Division is given a position on the map at the beginning of this scenario. This is incorrect. It arrives as listed in the rules folder on August 20th. The 2 Panzer Division should extend its front one hex to cover the area in which the 9SS Panzer Division is listed on the set-up map.

Scenario Three: Operation Cobra

Air units are available for this scenario as follows:

TAC: Full U.S. complement as listed on the Allied Aircraft Deployment Display.

SAC: Allied player limited to one carpet bombing attack on 25 July within the 130 Panzer Division setup area.

Scenario Four: The Fall of Cherbourg

CLARIFICATION: The first turn in this scenario is always a clear weather turn.

SET-UP CLARIFICATION: Ignore the *single-unit* placements of the 91st, 243rd and 709th German divisions printed on the diagram, because these are left over from the mapboard. Use only those units listed in the Scenario #4 Order of Battle and the landfronte, minor fort, and fortified areas from the scenario diagram. Also, "As per Starting Set-up" should be inserted over the 30th Flak Regiment units.

Scenario Five: Normandy Beachhead

CLARIFICATION: For both this scenario and the Campaign Game set-up, units that should be positioned on the red-starred hexes are identified on the Scenario #4 set-up map.

CAMPAIGN GAME AND SCENARIO # FIVE SETUP

627 Ost: Arrives with the 77 Infantry Division June 8 at Redon.

U.S. 65th Arty Bn: On Non-Divisional Reinforcements Section of Allied Organization chart; 7 June through 24 July.

The Two German railway engineer units listed as arriving on 6 June are the units numbered "6" and "11".

The U.S. 319 and 320 Arty. Bns. are attached to the 82nd Airborne Division, and should land with the other units of that division at Drop Zone "0" on 6 June, Build-Up Phase.

The three battalions of the German 91st Infantry Division that are listed as arriving on 8 June in Brittany and also appear as part of the initial setup on the game board do in fact begin both the invasion and the Campaign Game scenarios on the board. Their place on the German unit Entry Schedule should be taken by the three units of the 2 FS Para. Bn.

The hex listed on the Allied Assault Landing Schedule under the supply unit attached to the British 6th Airborne Division should read "Drop Zone 'M'", which is the mail landing zone. Also, the important legend "Build-Up Phase" should be written over the group of seven British units landed at Drop Zone "M". The Allied Player has the option of instead landing these units at Drop Zone "N".

CLARIFICATION: On the Allied Aircraft Deployment Display, Heavy Bomber (HB) units #5 and #6 may *not* bomb in the following movement boxes: Rennes, Redon, Rheims, Rouen, Amiens, Seine River and Paris. Also, delete "Brittany" from under pictograph of #5 and #6 HB units.

TERRAIN EFFECTS CHART, ETC.

1. Artillery is not halved firing across rivers.

2. If the combat result on an attack against a bocage hex is "LS", and attacking forces include an armored and an infantry unit, the armored unit must lose, at "L1". If armor is involved in an attack against bocage in which losses are called for, the armor *must* suffer losses.

3. On the Weather Effects Chart, the effects of ST-1 and ST-2 and OV-2 should be reversed. ☆

SPECIAL GERMAN UNIT ENTRY

265 DIVISION	275 DIVISION	353 DIVISON	266 DIVISION	319 DIVISION
HQ/supply—2	HQ/supply—2	HQ/supply—1	HQ/supply—1	HQ/supply—2
I/894—2	I/983—5	I/914—3	I/897—2	I/582—2
II/894—2	II/983—5	II/941—3	II/897—2	II/582—2
I/895—5	I/984—2	II/942—3	III/897—2	III/582—2
II/895—5	II/984—2	II/942—3	I/899—4	I/583—4
I/896—5	I/985—5	I/943—2	II/899—4	II/585—4
II/896—5	II/985—5	II/943—2	III/899—4	III/583—4
ENG—2	FUS—2	FUS—1	ENG—2	I/584—4
PAK—2	ENG—2	ENG—1	PAK—2	II/584—4
I/265—2	PAK—2	PZJG—1	I/266—4	III/584—4
II/265—5	I/275—2	1353—1	II/266—4	16—4
III/265—5	II/275—5	II/353—3	III/266—4	ENG—4
285/OST—2	III/275—5	II/353—5	629/OST—4	450SDR/—2
634/OST—5	I/275—2	III/353—5	602/OST—4	Schnell—2
	2/275—4	IV/353—5		I/39—4
	3/275—4	FE—5		III/319—4
	FE—4			643/OST—5
	798/OST—5			213—5
	800/OST—5			II/319—4
				II/319—4
				823/OST—5

A VIEW FROM THE OTHER SIDE

The Perfect Riposte to the Perfect Plan   By David Meyler

Hey! Who says "Perfect Plans" are dead? It only took five years to get a response to my last one, and it comes in the form of another "Perfect Plan". Why, soon we'll be rolling in a veritable deluge of the things. I can see it all now . . . "Phooey on Plan Red—Part IV!

In Vol. 13, No. 5 of *THE GENERAL* (a long, long time ago) our intrepid editor provided a plan of invasion for the Romans in the Idistaviso scenario of *CEASAR'S LEGIONS*. We barbarians are not particularly well known for punctuality—we don't have watches—but this at least keeps us unpredictable. In any case I have finally penned a response to Mr. Greenwood's plan (hereafter known as the Greenwood plan). On the whole it is a good one. The German's best tactic is usually to run away and avoid open battle with the Romans, which is especially true in the Idistaviso scenario. Briefly, the Germans must hold the three eagles captured in 9 A.D. The eagles may not be moved until a Roman unit moves within four hexes of them. Once an eagle is freed, however, the usual thing to do is to take the eagle with a mobile guard and lead the Romans on a merry chase through the forests. The Greenwood plan effectively prevents this: by use of a carefully laid out cordon of legions and auxiliaries the Germans are encircled without releasing the eagles, and then butchered as they futilely try to break out of the Roman circle, attacking the Romans in the open, on Roman terms.

If only the Romans had it so easy. There is a basic misunderstanding of the German reaction (not unusual for the Romans). The German does

not have to break out, or fight the Roman in the open. This particular plan forces the German to fight whether it suits him or not. But it is the Romans who must capture the eagles. Why fight the Romans on their terms? Force the Roman to come for the eagles in the forests as he must do, and fight on the terms of the German warriors.

A detailed plan for the defense is difficult to state, for the defender must react to the moves of the attacker, which, at times, can throw everything into the air. In general, the proposed course of action—known as the Grienwâld plan—will attempt to get as many warriors as possible into and around the forest centered on L13 (for these purposes known as the Grienwâld). Basically the final result should have Arminius and one eagle with a forest killer stack (3 medium infantry mobs, 1 light infantry mob and a chief) in hex L13, surrounded by six other such stacks in the six adjacent hexes.

The initial positions on the front line have the Romans panting on the west bank of the Rhine, just waiting to stab a few Germans and burn a few villages (something Germanicus Drusus was particularly adept at; come to think of it, that's all he was adept at.) . . . But seriously all that the Romans should find are empty villages; don't let them stab any Germans yet. Except for the poor Marsii chief who cannot get out of the way fast enough, the warriors and chiefs of the Frisii, Usipatii, and Tencterii should be moved east towards the Grienwâld. Their forces should be 10-4 mobs, a number of 5-4 warbands whose use will be discussed later, and 5-5 light infantry mobs (The German will need as many

of these as he can get.). The Rhine tribes will need mobility to escape the Romans. The Marsii warriors should be put on hex P18. If the Roman is not alert and attacks he will have violated the four hex range of the Lesser Chaucii eagle. If not, the Marsii warriors might prove to be a nuisance in the Roman rear areas, and can always move east to the Grienwâld if necessary.

In the interior are the three eagles: the 17th with the Greater Chaucii in L9, the 18th with the Lesser Chaucii in hex P14, and the 19th among the Chattii in hex BB13. The Romans need only two eagles to win, the usual targets being the 17th and 18th. The Germans, therefore, need only to defend one in strength, that being the 18th. The 19th eagle is not attacked, and the 17th is abandoned to the Romans.

Although the 19th eagle is not likely to be attacked a Roman flying column of cavalry and fast infantry might take the Germans by surprise in this area. Therefore some delaying units, 5-4s and the like, should guard the Z14/Z15 forest pass that leads to the Chattii village in AA14 and the 19th eagle in BB13. Either some or all of the Tencterii refugees do nicely for this. The Tencterii chief should, however, move to the Grienwâld. The Chattii chief is best set up on hex AA14. This will keep him far enough away from the main Roman advance to mobilize safely on turn three or four when the Roman invasion comes that way (according to the Greenwood plan). The warriors should be placed around AA14 if there is a threat, or near X13 to the north. If the northern set up is made the chief with cavalry should move post haste to the Grien-

wåld. The warriors should be 10-4 mobs; again they will need mobility to reach the 18th eagle before being cut off by the advance legions. If they cannot make it use them to delay the Roman advance around the U14 forest pass; the German needs as much time as he can get.
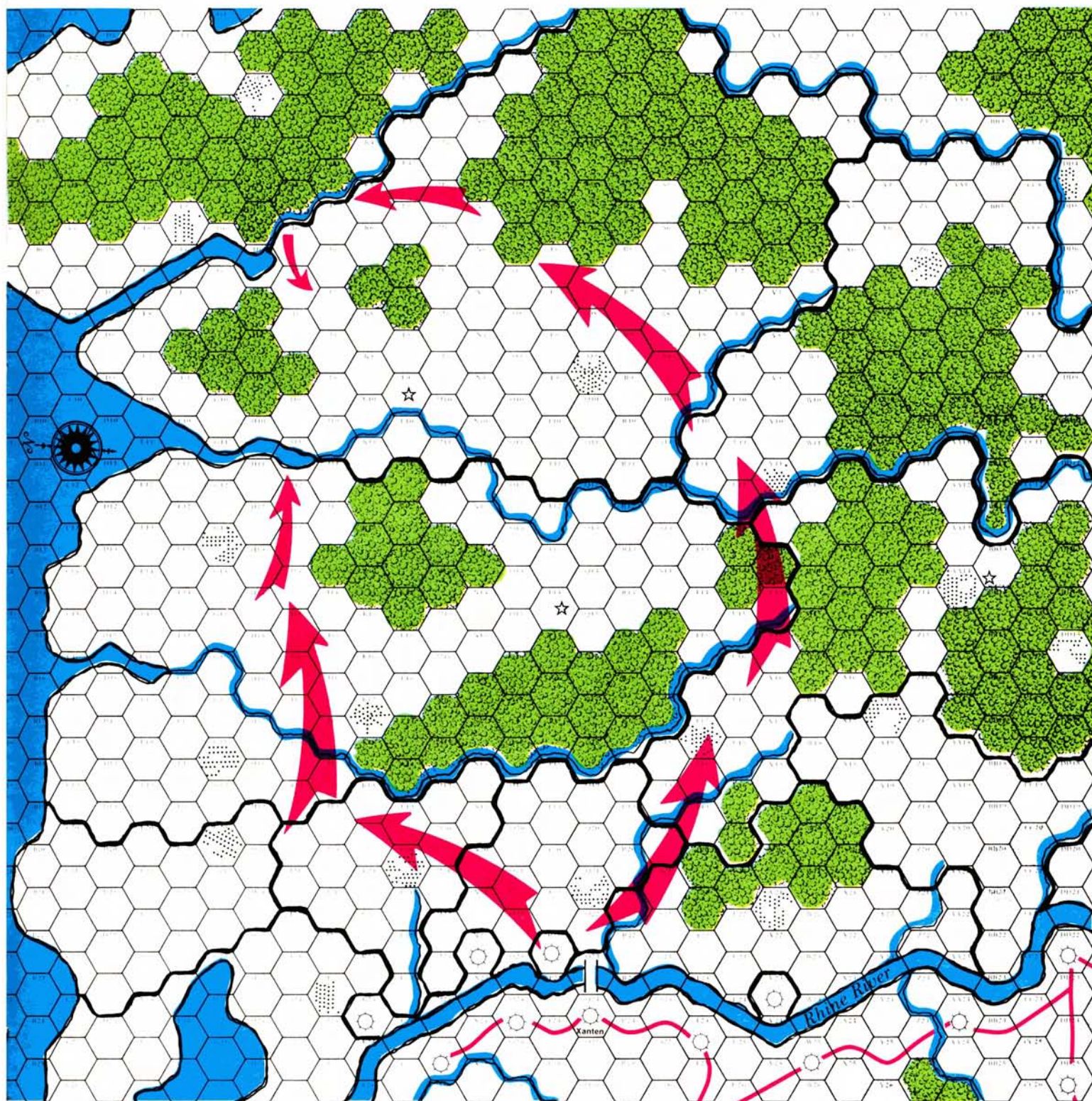
Arminius starts in hex DD4 with the Suebii chief. He should move on the first turn to the Langobardii chief in hex Z6, regardless of his success or lack of it in convincing the Suebii to oppose the Romans. If the Suebii do mobilize move the chief with a cavalry escort at top speed to the Grienwåld. The warriors will have to follow at their more leisurely pace. If Arminius fails to mobilize the Langobardii on turn one, leave him there and try again on turn two. Then move him on to the Greater

Chaucii who should be reached on turn four. The Lesser Chaucii chief should be placed on G13. The Frisii or Usipatii might have to put a screen around G13 in case the Lesser Chaucii don't mobilize when the Romans move into the region near turn four. The Lesser and Greater Chaucii forces should consist of the veterans, 11-3 mobs and 5-5 light infantry mobs. The German might retain a small force of about 15 to 20 factors and a chief to guard the 17th eagle, so that the Roman will not prematurely spring their trap around the 18th, or if they do this will release the 17th and allow it to escape with its escort.

On the average the Grienwåld plan should give the Germans seven or eight active tribes, out of which six or seven should make it to the 18th eagle.

The Frisii, Usipatii and Marsii can reach the area by turn two, as the Romans beat the air around the Usipatii and Tencterii villages. The Langobardii, Lesser and Greater Chaucii and any Suebii, Tencterii or Chattii should get there by turns four and five as the Romans move through the G14 and U14 areas. The forces in the four hex range around the 18th should approximate four veteran mobs, eight to ten 11-3 mobs, eight to ten 10-4 mobs, six or seven 5-5 light mobs, ten to 14 cavalry warbands or equivalent mobs, and a few 5-4 and 2-5 warbands.

The Germans can operate in a relative vacuum within the four hex range of the eagles. A quick Roman raid may try to snatch an eagle, however, so the German player should set up a protective screen in hexes M15 and N15 to the north, and in R14, R13

and Q13 to the south. Infantry and cavalry warbands do nicely for this. Put about 15 or 20 factors and a chief with the 18th eagle to beat back any cavalry that can break through on an overrun. These units will also keep the corridor from the 18th eagle to hex L13 in the Grienwâld open. Some fairly strong stacks should also be placed in O14 and N14 to stop Roman cavalry, the only units that can reach these hexes in one turn and block them. The Rhine tribes can provide for these garrisons initially, and then be reinforced as other troops arrive.

By turn eight, as the Roman completes his encirclement, the German position should be set. Most of the troops should be in the Grienwâld, while the garrison forces wait to move the eagle into the woods when the Roman assault begins. When the Romans do move in the screening forces will probably be eliminated, but they will stop any major force from blocking the corridor. Once the eagle is released all troops should move into the woods. If the Roman player is not careful the German might also be able to get the 17th into the forest with Arminius, but don't count on it. Now Arminius should be stacked with the eagle, and a killer stack of veterans, light infantry and any spare chiefs. Around Arminius should be six other killer stacks. This outer ring will only delay the Romans for one turn, but its major use is as a source of reinforcements.

The Romans should not find it easy to defeat the Germans in the forest. The most powerful force that the Romans can put into a woods hex consists of Drusus, two double cohorts of 9-4 heavy cavalry, one 7-4 double cohort of infantry, and one 45 factor legion, which makes a total of 71 factors. Against regular German killer stacks in a forest (three 10-4's or 11-3's, plus one 5-5 light infantry and a chief) the odds are 3-2 with no modification to the die roll (-1 due to light infantry, +1 due to Drusus). These are not particularly good odds. The aim of the German player in the initial battles are to preserve their chiefs and cause casualties. Even one or two steps of auxiliary losses are worth two or three mobs if the chief escapes. The climactic battles will be fought on turns 11 to 14 against Arminius. If the Romans maintain their 71 factor force—not always a certainty—the best odds they can get against Arminius are 1-1, with one subtracted from the die roll (-2 due to Arminius and light infantry, +1 due to Drusus). Guarding the eagle will be Arminius worth 3 factors, 36 factors of veteran infantry, 5 factors of light infantry, and four to seven chiefs; a total of 48 to 51 factors. If losses are traded the German can remove some of his one factor chiefs, while the Roman will have to remove auxiliary units, averaging 4 factors per step. (Note that removing chiefs in this manner has historical justification. German war leaders had no real authority, and their followers were expected to do no more than themselves. Risky or indeed suicidal acts by the leaders served as a great inspiration to the warriors. Hence for the sacrifice of a leader and his personal retinue losses are spared.) To cut down on the number of available chiefs the Roman player could send more than just one legion to cut through the outer ring. But this tends to be dangerous. Due to the limited availability of auxiliaries the Roman can only achieve 3-2 odds against weak German stacks and 1-1 against stronger ones. With the -1 modification from light infantry these odds are in effect reduced to 1-1 and 1-2 respectively. If any serious losses occur a German counterattack can be devastating. Upon one occasion the Romans attacked at 1-1 with a total modification of -2, and rolled a '1', resulting in half elimination of his forces. The German counterattack during the Roman turn incurred more losses, and in the following German turn an assault led by Arminius took the eagle. Although combat in *CAESAR'S LEGIONS* is unpredictable at best due to the tactical cards, the Romans have a difficult task when

facing Arminius in the deciding battles with only 1-1 odds and a guaranteed -1 on the die roll. He will have to roll hot dice and be adept with the tactical cards to be victorious.

There are some general points the German player should be aware of, that are applicable in this scenario and others. The German should attempt to eliminate any vulnerable auxiliaries. These units are vital to the Roman for forest battles. Delay the Roman advance as much as possible, especially in the U15 area. Every turn the Roman loses in deployment is one less turn that he will be able to spend attacking, and hence reduce his chances of capturing the eagle. Be aggressive—not to say foolish—during the Roman combat phase. The Germans can reinforce during their upcoming turn, so losses are somewhat irrelevant, depending of course on the situation. As a variant the main German defense could be set up in the Teutoburger Wald (S15 to K18). The site of a major victory is always a nice place to fight. The Grienwâld is, however, more central and easier for the late arriving eastern tribes to reach. As a final point, should the opportunity arise in which an eagle can escape, take it. Running away will always remain the prime strategy; it is only to be replaced when Roman actions make it no longer feasible.

At present this situation favors the Germans. However, Idistaviso demands a high degree of skill. Both players must be alert, for in both the Greenwood and Grienwâld plans the misplacement of a single important unit can be decisive. Regardless of the result, however, in the final, few turns it would be difficult to find a more hard-fought, tense and bloody climax than in this "campaign for the eagles".

☆

AH PHILOSOPHY . . . *Continued from Page 2*

Association (GAMA) to reorganize the awards procedure. Under the new system, all facets of the hobby can participate. The nominations for the various categories will be open to participation by *all* gamers. Nomination ballots will be available through every hobby magazine in the industry. All gamers will be limited to one nominating ballot.

The final voting will be done by members of the newly formed Academy of Adventure Gaming Arts and Design. The Academy is open to those individuals who have made a contribution to the products and/or general advancement of the hobby in any, some, or all of the major divisions: boardgames, miniature games, role-playing games, and computer game programs. It is open to designers, developers, authors, artists, editors, writers, reviewers, convention organizers, and any professional or amateur who can prove a contribution to the hobby. Members of this academy will have the opportunity to vote for the Charles Roberts and H.G. Wells awards prior to Origins, the National Convention, through a final ballot sent directly to academy members 60 days prior to Origins for response by 30 days prior to Origins. This allows a more formal and dignified presentation of the Awards to the winners at Origins, and will permit the plaques to have inscribed on them the name of the winning person or product. This will also avoid abuses that have occurred in the past as a result of balloting during the convention.

Membership in the Academy will cost $2 per year regardless of how many divisions you wish to apply for and can substantiate a contribution to (under the guidelines). The membership fee covers the cost of postage, printing and awards cost. There is a maximum of four one-year renewals available, for an overall term of five years. It is anticipated that renewals will be at $2 per year also. All membership fees should be paid by check or money order made payable to the Game Manufacturer's Association."

Is this new awards system a progressive step for the hobby? I'd like to think so, but I have reservations. On the one hand, there is no question that the awards system previously suffered from constant changes in format, and doubts expressed as to the validity of the actual voting with charges of ballot box stuffing and campaigning for awards much in evidence. Surely something had to be done, but will this system be any better? Only time will tell, but I oppose any system which takes the awards out of the hands of the gamers and gives it to a group of self-proclaimed elitists or "professionals" who stand to benefit financially if their own products are selected. The so-called recent Game Designer's Guild awards are a classic example of what can happen when voting is restricted to those who stand to benefit by the outcome. The issue becomes not one of which is the best game, but who among the select group of voters has the most friends or co-workers eligible to vote. In short, politics rears its ugly head. In my opinion, the only valid awards system is one which allows the gamers—the people who have access to all of the games and who have nothing to gain by the outcome—to do the voting. Although qualified to join the ranks of the Awards Academy, I will not do so. I freely admit that my experience with games outside the realm of the Avalon Hill ranks or those being considered for acquisition by same is extremely limited. Therefore, in all likelihood 98% of any votes I would care to make would be for an Avalon Hill product. I am not hypocritical enough to claim otherwise, and lest I am sorely mistaken every "professional" in the ranks of the Awards Academy will feel similar pressures to vote for his own product or against a major competitor's, be it out of greed or simple familiarity with his own product or type of product.

You might well ask if you feel that way then why distribute membership application forms for the Awards Academy? For an answer, I'll fall back on that time honored adage: "If you can't beat 'em, join 'em." While I have severe doubts about the objectivity of the Academy—even the Academy openly suggests that companies pay for their staff members application fees; a firm invitation to encourage voting along company lines—I can see no alternative to their plan given the general apathy of the public to the awards themselves. Had more people taken the time to vote at the various ORIGINS conventions, the issue of ballot box stuffing would have had less clout and the final vote might well still be in the hands of the public. Theoretically, the Awards Academy could work if the hobby accepts it as a worthwhile body and eligible gamers join it in large numbers. The larger the Academy, the less influence each designer or company employee will have on the outcome of the voting for his own firm's product. The requirements for membership are not so strict that interested gamers with no ax to grind couldn't rise up and be counted as members of the Academy. Anyone who has published a gaming article or played a principle role in a gaming convention is eligible to join. The nominating procedure is still in the hands of the game playing public, and if enough avid hobbiests take the time and effort to participate, the final voting can be too. For this reason, Avalon Hill encourages everyone with an interest in the hobby who can qualify for membership in the Awards Academy to apply. Avalon Hill will not enroll its employees in the Academy but encourages them to do so individually if they so desire.

This whole subject of awards leads quite naturally into the "WHAT HAVE YOU BEEN PLAYING" survey we ran last issue. The response to that survey in terms of number of respondents has been quite gratifying and we plan to run it as a continuing feature as long as reader participation remains so

An Interview With Kevin Zucker
by Alan R. Moon

Kevin Zucker, our newest member, is also our most travelled staff member, having collected paychecks for SDC, SPI, and OSG before tacking AH onto his list of abbreviations. He is also our staunchest advocate of simulation techniques (as opposed to gaming values) which puts him at opposite ends of the spectrum with our roving interviewer.

ARM: How did you get started in the hobby?

KZ: Well, I was a bored teenager. Here was a door into a world created completely by one's imagination, and therefore, completely safe. By contemplating the rules and map, with a book on the side, one could escape completely into that world for hours.

ARM: You're not a teenager anymore. Why the continuing interest?

KZ: The world is a no less frightening place, and I've continued to take refuge in that imaginative world; though preferably the books are a hundred years old, and the smell of mold, the pages rusted from the acids added to make them smooth, gives them a sense of authenticity.

ARM: While I feel the world can be frightening at times, I'm not in the hobby to take refuge from the world. Is escape the only reason you are in the hobby?

KZ: Perhaps I can explain it better in the form of a fable. And I just happen to have one here. *(Reads)*

There is a large auditorium. Inside the darkened hall, the familiar Saturday evening's entertainment is going on, as a capacity audience partakes the easy and pleasurable act of watching images on a screen. (Though there is some question whether such a passive kind of enjoyment as reclining, neither moving nor speaking, hardly needing to move the eyes from the center, qualified as an "act".)

However, hardly have we situated ourselves than we begin to suspect this is not the ordinary evening's entertainment we have expected. After some minutes it becomes clear that the film we have paid to see had already begun before we took our seat, and judging by the action on the screen, has been in progress for some considerable amount of time. Our original impression, that we were watching a preview or a short film before the main feature, we have, of necessity, abandoned. Complaints to the management would certainly be in order, though it is obviously too late now.
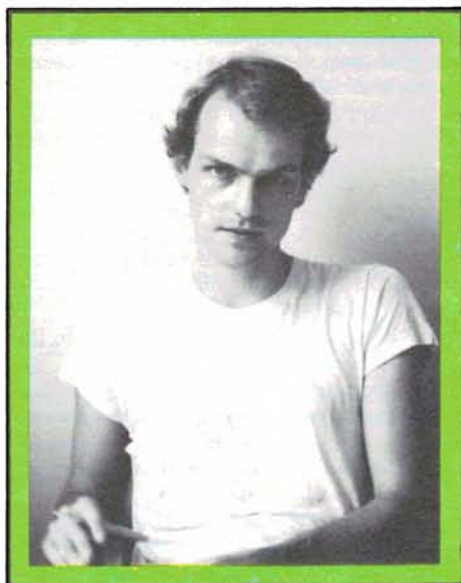
Kevin Zucker
Born: 6/26/52
Started Wargaming: 1966
PBM Experience: None
First Wargame: Bismarck
Favorite Wargame: Pearl Harbor
Favorite Non-Wargame: Go
Outside Interests: Music
AH Designs: None
AH Developments: Air Force, Dauntless
Other Designs: Napoleon's Last Battles, Napoleon At Leipzig, Bonaparte In Italy, Battle Of The Hundred Days, Arcola

Soon again, we begin to notice other things puzzling. Here and there a few people begin to leave, slowly and clumsily, begging forgiveness as knees are folded, disrupting the peace and enjoyment of the others still watching. Apparently these departures do not herald the approach of the story's ending, as new developments continue to unfold. And no sooner are these seats vacated than newcomers arrive to claim them.

Finally, after some hours, the house lights come up. During this intermission (the proprietors maintain the necessity of enforcing these little breaks for the health of the patrons), a speaker comes out and offers his summary of the action, and others follow him with con-

tradictory opinions, and none of their talk seems to take into account anything which has occurred in the film since we arrived, or if it does touch upon a point we witnessed, it certainly does not add anything useful, nor does it explain how the various scenes bear upon each other or on the whole story.

It appears no one in the auditorium understands anything of what the film is about, nor does there seem to be anyone who has been present throughout an entire showing. Obviously it's too long a film for that, though for many of those present the film is an obsession to which they devote themselves to an extraordinary degree for an entertainment of such a kind.

After the rather poor attempts by the first group of commentators, the stage is yielded to a few veterans who are regarded as something like sages by the audience. Unlike the others, they make no pretense of explaining the recent happenings on screen, but restrict themselves to exchanging theories on what the earliest sequences of the film may have been. The implications of this line of thinking, as they suggest themselves to us in the audience, are in part that everything that has come since those earliest scenes, has been a kind of repetition, with variation, thereon. Still, these older interpreters fail to explain how, if they cannot understand the most immediate events, they can expect to know anything of what came before.

ARM: Hmmm. Fortunately, or unfortunately, there seems to be more.

KZ: Well, I'll just summarize it for you. In short, the narrator decides the whole thing is a waste of time, and that the people staring at the screen are deluding themselves. This is where that question about whether the filmgoers are actually "doing" anything comes back. The narrator decides they are all having a pseudo-experience. He decides that only through "real" experiences in the "real world" can one get to understand anything. So he leaves the auditorium and does not return for seven years. In that time, however, he becomes even more confused, feels less sure than ever about the real world, and even becomes responsible for some of the horrid and inexplicable kinds of things he had seen on the screen. So that when after seven years he returns to the movie, which is just as chaotic and incomprehensible as before, he becomes an avid interpreter, hanging on every word of the sages, and before long he is up there with them, spinning out this myth which bears no relation to anything he has seen, and he's happy to be there.

ARM: So you consider yourself to be trafficking in myths?

KZ: I think we all are. Every human being is, of necessity, whenever he uses language.

ARM: Why?

KZ: Myth is the concern of art. I think the idea of having anything to do with the arts embarrasses some people out there, but nonetheless I've been preaching that there are many similarities between the mathematical structure of wargames and that of the "geometrical" arts. What I mean is, of course, a limited comparison of the way small things are put together to produce a larger overall picture. As an example, you can see how one game turn, repeated over and over, builds up to an entire campaign's duration. And though each of these game turns is, in actual play, derived from the same set of rules, each of them is obviously different too—a variation. Let me compare it to the process of variation in music because music is what I know best. I have often tried to suggest musical analogies. I recently got a note from Tom Oleson, confiding a particular fondness for the Adagietto from Mahler's Fifth, which is, by the way, a sumptuous and heart-rendingly beautiful piece, though Tom thinks to single out this one movement is perhaps too obvious. And his appended second thoughts point to the problem. Many of us are intimidated by so-called "experts", afraid of having our sentiments exposed to ridicule, and acting as if we were not qualified to express our own emotional responses to art. I have brought music into the discussion so often in the past because music is built up in just the same way, with those same devices of repetition and variation which we see so well in playing out a game. And the point of this is that anyone who is capable of contemplating the overall design of a wargame is fully capable of achieving the same depth of understanding in a work of art.

ARM: Are you saying you think a wargame is the equivalent of a work of art?

KZ: Emphatically not. Unavoidably, the problem is subject matter. Instead of concerning itself with the highest aspirations, it treats the basest. This is probably why many gamers prefer to gloss over the question of what a game is about, while at the same time, it leaves something terribly unfulfilled in the people who create them.

ARM: I feel like I'm in the middle of a forest looking for a specific tree. Can you give a brief summary of how all this relates to your design philosophy?

KZ: That question is much too general.

ARM: Okay, I'll try again. From the preceding, you seem to be firmly on the side of realism in the realism versus playability argument. Would you agree?

KZ: What I was trying to say in all the foregoing was that it ultimately becomes impossible to find anything that you can establish as real.

ARM: When you design or develop a game, do you want people who play the game to learn something about history? Is that what is more important about game designing to you?

KZ: Yes.

ARM: What about the gamers who don't care about the subject matter of the game? Do you take them into consideration when working on a game?

KZ: I want them to confront the subject matter of the game.

ARM: But what about somebody like me who doesn't give a darn about the subject matter? Will I still enjoy a game you've worked on?

KZ: Not the first time.

ARM: Meaning that I will the second time?

KZ: Well, hopefully you'll learn something the first time.

ARM: And that will make me want to play it a second time?

KZ: Yes.

ARM: And each time after that I'll learn something more? It sort of sounds like doing homework?

KZ: Well, I think that's why you probably might not enjoy it the first time because first you have to change your approach to it.

ARM: I don't think I would want to play it the second time (or even much of the first) because I don't want to change my approach, since my reason for playing games is simply pure enjoyment. But I feel like I'm trapped in a vicious circle so I'll move on to something else. It seems to me, that you have definite moral objections to designing or working on wargames. How do you rectify this conflict of interest?

KZ: I don't have any moral objections to designing or playing wargames per se, but I do feel that player ' attitudes can be affected by the kind of games they play. And I think that a designer has to be responsible for advocating certain moral positions or the lack thereof. His own beliefs will find their way into the game design whether he intends to let them or not. This is something he has to be aware of.

ARM: Who would you consider the best designers in the hobby today?

KZ: I don't think there is very much original work being done right now. Frank Chadwick.

ARM: Didn't Dave Isby have a role in the *AIR FORCE* revisions, influencing you or collaborating with you in some cases?

KZ: He and I sat down with the games when the project was first assigned to me and we both decided that it would be impossible to do a quick fix, so we really didn't change the design. If I had changed the design in any significant way I would have relied on Dave to help me keep my concepts straight. Dave did provide invaluable service on that project by supplying the 120 aircraft silhouettes used on the data cards in the three games.

ARM: So you don't consider the changes to the game design significant?

KZ: No. The changes I made were to the physical quality of the game. In particular, the new aircraft cards.

ARM: Can you give us a progress report on *DAUNTLESS* and the expansion kit?

KZ: *DAUNTLESS* is in the final stages of production, *STURMOVIK*, which is the replacement for the expansion kit, will be out at Origins this year.

ARM: What other games are you working on at the present?

KZ: My only other active project at the moment is *STRUGGLE OF NATIONS.*

ARM: Can you tell us a little bit about it?

KZ: It is a game that covers the entire 1813 campaign from late April to the end of October. The basic design is similar to *NAPOLEON AT BAY.* I've tried to keep it as simple as possible because of the extent of the physical proportions of the game. The game has about twice as much of everything as *NAPOLEON AT BAY.* The map scale is two miles per hex and units are divisions with one strength point representing a thousand men. The map covers the entire theatre from Berlin in the north, to Erfurt in the West, through Leipzig, Dresden, and Breslau. The territories involved are Northern Bohemia, Silesia, Brandenburg, and Saxony.

ARM: Are there fog of war or hidden movement rules?

KZ: Yes. Only the leaders appear on the map. The combat units themselves appear on the off-map organization displays.

ARM: Does the game have scenarios as well as the campaign game?

KZ: You can play the entire campaign or three individual scenarios covering the Spring campaign, the period right after the Armistice, and the period right before the Battle of Leipzig.

ARM: Since you have stated that you are trying to teach the players something in games you work on, what should a player learn from this game?

KZ: When I was researching the subject I studied the correspondence that Napoleon generated during the campaign. I wanted to see how much of his time was actually committed to strategy and maneuver and how much time was devoted to administrative matters. I found out that he spent more time on the latter. I want the players to feel the limitations of time and the press of other considerations besides strategy and maneuver. Hopefully, they'll learn that Napoleon was not free to do everything he wanted to do in a given situation and neither are they, and that the cardboard pieces represent human beings that have a will of their own which may be at odds with theirs; the more they are pushed, the greater the number that will fall out.

ARM: So, the focus of the game is not really on any one aspect. It gives the players more of an overview. Would you say that is what all operational level games teach the players, or at least try to teach the players? And specifically, is that what you are trying to accomplish with *STRUGGLE OF NATIONS?*

KZ: I'm not sure overview is the right word. I'm trying to show people how they might make the same mistakes as the historical commanders. I'm trying to let them see what it looks like from their position, with all the pressures they had on them. As far as the focus of the design, ultimately I decided the most important influence on the outcome of the campaign was food, so administration is the most important factor.

ARM: Many of the old AH games used to say "You are the Commander" on the box. It certainly seems like *STRUGGLE OF NATIONS* should have this on its box. What about *SUEZ '73?* Aren't you also working on this?

KZ: No.

ARM: Why don't you tell us a little bit about it anyway?

KZ: It covers the October War of 1973 on the Sinai front. Units are battalion level for the Israelis and regiment level for the Egyptians. The game system is similar to the *PANZERKRIEG* system, which I am familiar with. It includes leadership rules and some good new rules on the tactical doctrine of the Israelis. The game is designed by John Prados.

ARM: You have no idea when it will be done?

KZ: It's not scheduled at the moment.

ARM: Do you play games for fun or would you consider playing games on your own time unenjoyable?

KZ: I don't think you've been in the hobby long enough to understand that after working on games, playing games is not fun.

ARM: I'm not sure you ever really enjoyed playing games in the first place. Since I've been at AH my passion for playing games has grown, not diminished, though the type of game I play now has changed. I no longer enjoy many wargames; they are just too serious and too much like work. I have gone back to playing more family games, card games, and basic strategy games.

KZ: I can agree with that I guess, to the extent that I'll play *GO* at home.

ARM: I'm surprised we agree on anything.

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THE MANIACAL APPROACH
Countering the TKO   By Ed O'Connor

If nothing else, my understudy's deluge of articles in Vol. 17, No. 4 has livened up the mail considerably in recent months. Take his discourse on Japanese strategy in VICTORY IN THE PACIFIC for an example. Not only did his "TKO in Three" article prompt several rebuttals (two of which are shown here), but it also brought a challenge from one Max Zavanelli of Parkridge, IL to put up or shut up (see letters page). Not one to back off from a challenge, Alan has accepted and will meet Mr. Zavanelli across the cardboard waters of the Pacific at the upcoming CWA Con in a public match. I, for one, gleefully look forward to reporting the outcome.

I first became acquainted with Alan Moon's "TKO" strategy (Vol. 17, No. 4) when he was a member (and a driving force behind) the Jersey Wargamer's Association. At that time Alan and I had some lengthy discussions about the relative merits of the strategy. My point always was that the game is not nearly as lopsided as Alan believes, and that if the Japanese side has any advantage, it is a small one. Although I never had the opportunity to sit down and play Alan, I did play some other members who had adopted his methods, and I had some success using an Allied strategy which Alan neglected to list with his possible "reasonable" approaches. He does mention it briefly, almost as an afterthought, but terms it only "irritant". I believe, and I shall attempt to demonstrate that, this strategy, far from being absurd or maniacal, is an effective Allied counter to the TKO.

To summarize the TKO, the Japanese player attempts to cause high ship attrition while at the same time building up a large lead in POC by attacking in force into all three of the Allied "home" areas: the Hawaiian Islands, U.S. Mandate, and Coral Sea. If the Allied player responds as planned, there are two major battles on turn two, achieving the Japanese objectives. If the Allied player sidesteps the main Japanese fleet and raids the perimeter, he is left with severe movement problems on turn three and faces the loss of Pearl Harbor and/or Samoa.

In dealing with this attack, the first thing the Allied player must do is straighten out his priorities. Your most important objective for the first four turns should be the destruction of the Japanese fleet while maintaining your own. Your second objective should be maintaining a positional advantage. This means taking and/or holding advanced bases and keeping corridors open so your fleet can move. While especially important for turns 5-8, this objective can be critical on turns 2 and 3. The third objective is, of course, gaining POC. While POC are necessary to win the game, they must take a back seat in the early turns. If the Allied player can achieve his first two objectives of crippling the Japanese fleet and gaining a positional advantage, the maximum Japanese lead of 29 POC can be overcome in the last three turns.

To illustrate how the Allied player can achieve these objectives, I will describe my Allied strategy against the TKO turn by turn.

TURN ONE
There is not much the Allied player can do this turn, but some important decisions do come up. First, if you have a carrier appear in the Central Pacific and you get a night action, start a new game right away. If you get a day action, go for the marines. A US controlled Midway can severely disrupt Japanese planning. After the first round, run away as fast as you can. There's nothing more to be gained.

Don't stay to fight in the Hawaiian Islands unless you've lost nothing at Pearl and all your carriers appear there. In other words, don't stay.

Send your Australians to help out patrolling the U.S Mandate and Coral Sea. Otherwise the I-Boat might cost you 2 POC right away. When returning to base, send the Australians to New Hebrides and the DeRuyter to Samoa. Try to get two carriers to Australia. Send any other ships to Samoa.The carriers at Australia are to convince the Japanese player to use three LBA in Indonesia next turn.

TURN TWO
This is usually the decisive turn of the game, especially against the TKO. The Japanese player will expect you to commit patrollers to at least two of your three home areas. Don't. Send the Australians and the *DeRuyter* to patrol the Marshalls. Send two cruisers to patrol the North Pacific. Patrol the Bay of Bengal with two British battleships and send the rest of their battleships and the *Hermes* into Indonesia. The battleships probably won't have any targets, but if they go as raiders they might not make it, and if they're not there the Japanese player might get cute by reducing his LBA commitment and sending in battleships of his own on raid to scare away the British carriers.

If the Japanese player sticks to his plans, he will place three LBA in Indonesia, two LBA in the South Pacific and one LBA in the Marshalls. If he changes this distribution, don't be sad. You've already disrupted his plans. You might be tempted to use your LBA aggressively. Don't. Play it somewhat safe and your reward will be great on turn 3. If you still hold Midway, place them there. If not, and you have three units, put them in the Coral Sea. This area is worth the least of your three home areas to the Japanese, and they probably won't send carriers to oppose them. You might even pick off a cruiser or two in a first round day action. If you do end up facing carriers, don't fret. Four or five carriers against three LBA is not too bad a fight, and the Japanese are giving up something else somewhere. If you only have two units left, consider putting them in the North Pacific and/or Aleutians, where they'll be relatively safe.

At this point, the Japanese player has a tough decision to make. His fleet can only really contest two areas, and there are now four areas in question: Hawaiian Islands (H), U.S. Mandate (U), Coral Sea (C), and the Marshalls (M). If he tries to fight in three areas, his forces will be just too weak in one of them and he would face a major defeat (2-4 carriers and 6-8 surface vessels) at minimal cost to yourself (1-2 carriers and 2-3 surface vessels). The Japanese player then has six possible combinations; 1 – H + C, 2 – M + C, 3 – U + M, 4 – U + C, 5 – H + U, 6 – H + M. Some of these are better than others, some are really dumb, but none is a sure winner. Let's consider them one by one.
1. H + C. This one is a little dumb. The Japanese gain some POC and seal off Pearl Harbor next turn, but by conceding M they can't capture Pearl, and it leaves Samoa open as an Allied base. *Reaction:* Send four carriers to blow away the LBA in M, send four cruisers to each of the Central Pacific and the Aleutians (to save Attu), two cruisers to the North Pacific, and everything else to U. *Result:* Japanese net +11 POC, lose 1-2 LBA (one in Indonesia) and 4-6 surface ships, to your loss of maybe one carrier and 2-3 surface ships. With no chance of losing Pearl or Samoa and the chance of a victory by your LBA in C, you can be very satisfied if you face this situation.

2. M + C. This one is very dumb. The Japanese gain few POC, neither threaten nor seal in either Pearl or Samoa, and they hand you lots of ships to sink. *Reaction:* Send three cruisers and a carrier to each of the Central Pacific and the Aleutians and one carrier to the North Pacific. Divide the rest of the force between H and U. *Result:* Japanese net +11 POC and lose 6-10 surface ships to possibly 4-6 surface ships of your own. You finish the turn in excellent position. Don't count on any Japanese player picking this option.

3. U + M. This is similar to M + C, the only difference being the Allies have a slightly worse position with U blocked. Response is the same, with the U forces in combination #2 going to C this time. Once again, don't count on it happening.

4. U + C. This isn't too bad a move. It threatens to capture Guadalcanal, New Hebrides and Samoa by encirclement on turn 3. The problem is it lets the American fleet run wild while the Japanese carriers have to face LBA. *Reaction:* Similar to that to H + C, but send the U forces to H instead. *Result:* Japanese net +11 POC and lose 1-2 LBA and 4-6 surface ships to your loss of maybe one carrier and 2-3 surface ships, and H is unblocked for turn 3.

5. H + U. This might be the best Japanese choice. It avoids any LBA in C, blockades Pearl next turn and threatens to take Samoa. *Reaction:* Send four carriers to M, one carrier to the North Pacific, four cruisers to each of the Central Pacific and the Aleutians, and everything else to C. *Results:* Japanese net +9 POC, lose 1-2 LBA and 4-6 surface ships to your loss of maybe one carrier and 2-3 surface ships. Unfortunately, the Allied position is not very good, with both H and U blocked, but with a carrier and maybe six cruisers based at Dutch Harbor and everything else at Australia, things aren't too bad. This option should make a fairly even game.

6. H + M. This is also a pretty good choice, transforming the opening into a straight push to capture Pearl. The only problem is the Japanese ships in C and U are wasted, and will probably be sunk. *Reaction:* Send three cruisers to the Aleutians, one carrier and three cruisers to the Central Pacific, one carrier to the North Pacific and divide everything else between U and C. If you have five carriers to start, put two in C because there the Japanese can run away easier. *Result:* Japanese net +9 POC, lose 6-10 surface ships to possible 4-6 surface ships of your own. While Pearl is threatened, you'll have plenty of LBA next turn to defend it, and your position is not too bad. Once again, a fairly even game.

While all this is going on, send all the British carriers into Indonesia. You're really not serious about controlling the area. Your goal is basically to destroy one LBA. The reason for attacking this turn and not waiting for the other carrier is that by waiting you waste at least five shots, the ships you use now may well only be disabled and can return next turn anyway, and it's possible the Japanese might temporarily abandon Indonesia next turn and put their LBA to better use elsewhere. In the battle, concentrate all your shots on one LBA at a time. It's very frustrating to roll two hits on separate LBA and get three damage points on each. You might as well not have bothered. Stay and fight as long as you can. Note that British losses were not considered in evaluating the Japanese options above, because the British losses are the same for each, and they're expendable anyway. You really don't have much to lose here, and if you can kill two LBA, the Japanese player is hurting.

If your own LBA are facing carriers in the Coral Sea, and Samoa or Pearl are threatened with capture next turn, go for a night action and withdraw. You'll do better next turn with all six units together. If you do fight, on the first round put one unit on each of the weakest armored carriers to try to get some kills. If after one round you're still outnumbered, withdraw and save yourself for next turn. With normal luck you'll have lost one LBA and sunk one carrier, which is not a bad trade.

If the Japanese player does decide to fight in three areas, concentrate your forces in only one. The three areas will probably be M, H and U, since your LBA in C will be a match for any three carrier force and will thus be avoided. Your best bet is either to go into M, in order to rescue your three cruisers which are already there, or H, in order to save Pearl, unblock the area and have a decent chance for a night action. Even U isn't bad, because there you'll have an even chance for a night action, and after killing three Japanese carriers this turn your six LBA can probably protect Pearl next turn. In any case, you're not in bad shape.

TURN THREE

The actions taken this turn are of course heavily dependent on what happened in turn two, but in general the Japanese will have lost about six surface ships and two LBA and will have blocked either U or H with control, while you will typically have lost one carrier and three surface ships. Only one of either Pearl or Samoa should be threatened with capture, since if the Japanese controlled both then you should have controlled the Marshalls, thereby screening Pearl. Whichever one is threatened, defend it with *all* your LBA. Six LBA units can give even ten carriers a heck of a fight, and even if they lose (which they will about 80% of the time) they can make it very expensive, probably sinking 3-4 carriers and forcing the Japanese player to leave a lot of openings elsewhere.

If Pearl is unblocked, look for a chance to use your marines aggressively this turn. That way they get to return and invade again on the crucial fifth turn. Midway can be an inviting target.

If there are any British carriers left, go into Indonesia again as on turn two and try to knock off some more LBA. Every one off the board forces your opponent to give you ships to sink.

Don't spend too much raiding the Japanese interior. Any raids should be used to keep the perimeter open. If convenient, maintain a northern threat with a few cruisers based at Dutch Harbor.

TURN FOUR

This turn the situation should be a little more stable. You'll probably have a little more freedom of movement than on turn three. Now is the time to raid the Japanese interior and to start thinking about POC, although your chief objective should still be sinking Japanese ships. Be conservative with your marines this turn. Having three next turn can be handy.

TURN FIVE

Now is the time for the big push. Go for position. If you can hold Guadalcanal and/or Midway and open up the Central and/or South Pacific, you're in fine shape. At the end of your turn try to base battleships at Midway and Guadalcanal, and send any carriers you have left to Australia so that next turn they can hit Indonesia.

TURNS SIX TO EIGHT

These are the turns to make up the 20-25 POC you're probably down. It can be done. If you have been successful so far, you should be able to at least raid every area, and the Japanese player should be able to oppose you in only two, one with LBA, one with his fleet. If he keeps Indonesia and the

ANOTHER COUNTRY HEARD FROM
Option 15: The USN Strikes Back
by Grady Hendrix

Alan Moon's "TKO In Three" is an interesting article. It prompted me to test his TKO strategy against what I will call Option 15 and compare its viability with the "Hawaii Strategy". Alan and I agree totally on turn 1, but little from then on. By turn 5, the IJN could accumulate the 29 point maximum yet still lose. Conversely, the IJN could have only 20 points on turn 5 and still win—if the attrition has been favorable. My point is the USN should be most concerned with: 1. maintaining the fleet; 2. denying the IJN bases, (especially Guadalcanal); 3. limiting IJN victory points. This is the flaw in TKO—the USN can ignore victory points early in the game and lay waste to the exposed IJN fleet.

Let's assume the following turn 1 results: 1.) + 7 IJN POC; 2.) British in Indonesia sunk; 3.) Midway captured; 4.) six BB's and two CA's destroyed at Pearl Harbor; 5.) both Allied land based air (LBA) destroyed; 6.) no USN CV losses; and 7.) no IJN losses. All of these assumptions except number 6 favor the IJN, but I believe this to be a representative first turn.

Option 15

The IJN uses the TKO opening for his patrollers and LBA on turn 2. The USN now employs Option 15. Place two CA's in the North Pacific on patrol, both LBA sequestered in Bay of Bengal together with two or three British patrollers, flip all other ships to "raid". This done, the USN has 15 CA's and BB's, and five CV's as raiders. If the IJN evenly divides his remaining ships and sends half to Hawaii and the rest to US Mandates as Alan suggests, he will have ten surface ships in one area and eleven in the other.

Assuming one CV from Japan makes a successful speed roll, the IJN will have five CV's in each area. The IJN can be outnumbered almost 2 to 1 in surface ships in either area; CV hulls are equal. If the USN attacks in either area with his entire fleet and gets a night battle the IJN is cold meat. A day battle, more likely of course, is much better as far as the IJN is concerned. With five CV's present on both sides luck becomes critical. The USN wil probably be rolling more dice and will have a slight advantage, however, the IJN is happy to exchange CV's at this early stage. It is impossible to accurately predict an outcome, but for the sake of argument, let's say each side loses four CV's. After such a result the IJN should withdraw, and since the USN BB's are too slow to pursue, the USN should let them go.

Admittedly this situation does not *look* good for the USN. Eighty percent of his CV's sunk, the IJN with bundles of POC. However, the USN now has six LBA and with the attrition the IJN suffered on turn 2 in CVs, taking Hawaii will be difficult. Of course, if the major battle on turn 2 took place in Hawaii, it's already been from conquest by isolation. But if the battle was in US Mandates, leaving the Hawaiian Islands area IJN controlled, Hawaii is in jeopardy. On turn 3 the IJN will have seven or eight CV's consisting of 21-24 air factors to assault Hawaii. Once again Lady Luck will decide but the LBA have a definite advantage against a less than full strength IJN CV force. The IJN would be very fortunate to win in this situation and would be wise to forget Hawaii.

Therefore I do not believe the IJN can afford to split his fleet into two areas when faced with Option 15. Alan assumes that the USN will send eight to eleven ships on patrol in turn 2 in response to TKO. But by sending not only two, Alan's entire plan is in peril. This gives the USN a crushing surface advantage. Absurd, Alan? If the USN uses Option 15, the only logical thing to do would be to send all surface ships to Hawaii, possibly a few CVL's to the US Mandates, and the rest of Hawaii. However, this leaves the ships in the Coral Sea and US Mandates vulnerable. All of this boils down to risks that need not be taken.

The Hawaii Strategy

The IJN can hold the perimeter and attack Hawaii on turns 2 and 3, seeking capture of Pearl Harbor by isolation. By massing the IJN in Hawaii on turn 2 the USN can not really afford to contest it. On turn 3 the six LBA will be in Hawaii, but against the entire IJN CV force they should not hold it. The IJN surface superiority will make the USN think twice about moving ships into Hawaii on turn 3. The IJN can abandon Indonesia on turn 3 and place three LBA each in South Paciic and Marshalls to secure the perimeter. Admittedly the TKO will gain more POC in the first three turns, but by using the "Hawaii Strategy" you destroy the US Marines which arrive on turn 3, and cut the USN off from the entire northern part of the board. Your POC gains on turns 4 and 5 will be higher than they would be using TKO. All of this and the only real risk you take is exposing your CV's to the LBA on turn 3. You're going to fight the LBA either way, so why expose your fleet to a possibly disasterous surface battle? By keeping your CV's together, the USN will be hard-pressed to attrition them to the point where his LBA can hold Hawaii.

The best way for the IJN to counter Option 15 is to not allow the USN to use it, period. By attacking Hawaii only, in mass, Option 15 is null, void, and prohibited by law.

Japanese Islands, and you control everything else, you gain seven POC a turn, which would make it close. If he spreads himself any thinner, his fleet will only go faster. Keep pushing for advanced bases. You should be able to get Lae. If you can, the capturing of the Phillipines can be decisive. If you have a "safe" area (screened from raiders), patrol it with a slow or damaged battleship and use your LBA aggressively. The game will probably come down to one huge battle in the Japanese Islands, which you should be able to win. In any case, count POC every turn, keep battleships in a position where they can patrol forward areas, and make sure you play aggressively enough to win.

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BACK TO THE VIIPURI

By J. Richard Jarvinen

Once Again Into the Fray of Russian Campaign Opening Setups

The original *Viipuri* Defense (see *GENERAL*, Vol. 13, No. 6) was the result of several months work and playtesting some years ago and stood me in good stead in the occasional *RUSSIAN CAMPAIGN* games I was able to play. Unfortunately it did suffer from several flaws, the most notable being hex W25, which Rob Beyma so convincingly pointed out in a Series Replay (*GENERAL*, Vol. 16, No. 4). A few months following that embarrassment, another German PBM opponent took advantage of an error in the Western Military District. After overrunning three key units (see Diagram 1), he poured in armor units from other sectors and breached the Dvina on turn 1!

Needless to say, I went back to the drawing board and emerged several weeks later with a new *Viipuri* defense, one which takes care of the previous two mistakes and hopefully precludes any new ones. In the playtests since that time, no opponent has been able to tackle the Dvina or Bug rivers until the second turn, a concept I consider essential to any viable Russian defense.

In the central sectors, *Viipuri* II is characterized by a solid wall of strongpoints, the most significant feature of which is that all of the front line units can be attacked from only two hexes, save those units on N23 and O24 (see Diagram 2). Thus it is physically impossible to overrun any point on the line from H20 to S25, except of course, those units on N23, S25 and O24. Overrunning N23, however, costs a minimum of 35 factors and one Stuka while gaining practically no definite advantage. The woods at M20 effectively stop any armored penetration, while the deepest that regular infantry could then reach by the second impulse is only M19. The defenders on L22 can now be turned but only overrun using another 42 factors, leaving a mere 4 factors from Army Group Center to carry on the war in the second impulse. A particularly paranoid Russian may want to switch the units on J21 and L22 to prevent this second overrun, but I prefer the slightly stronger group at J21.
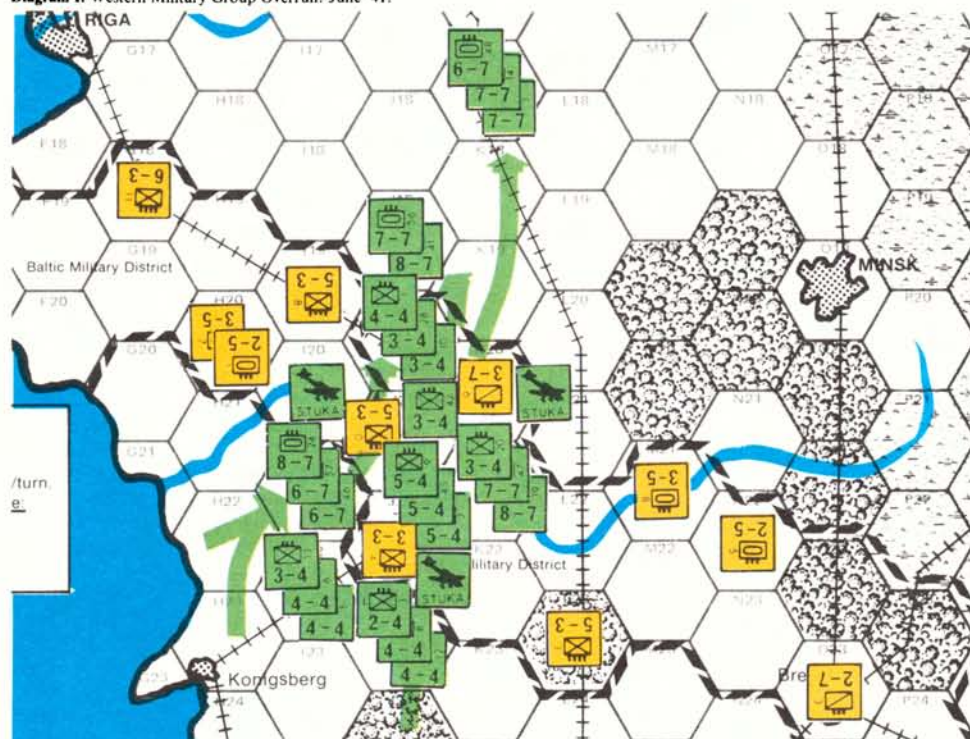
Diagram 2: VIIPURI II—Baltic, Western and Northern Kiev sectors.

The 5th Infantry at O24 in the Kiev Military District can also be overrun in the first impulse but again the gains for such a move are minimal. The German would then be forced to use a second Stuka to attack the two 5-3s on S24 and S25 to ensure breaking the line. The mountains at T24 and T25 now effectively stop any 2nd impulse advance except for the one German mountain unit present at the start of the game.

In either of the above possible overruns, the German must use far too much airpower and manpower to justify the small penetration gained. Thus he will undoubtedly settle for direct frontal attacks along the sector, hoping to maximize Russian casualties. But now assume you lose *all* those front line units (see Diagram 3). Another solid line presents itself to the invaders. The only possible way for deep penetration is now to overrun the 10th Infantry on K20 at a cost of 50 factors. Again the returns for such an attack seem minimal. The Dvina River still could not be reached, while 50 factors against one 5-3 is a definite case of overkill.

Diagram 3: VIIPURI II—Second Impulse Defense Line.

The positions of the units in the Baltic Military District remain as they were in the original *Viipuri* defense but specific unit positions have been changed. The 6-3 11th Infantry has been rotated to the front line position to face Army Group North. While this tactic causes the expected loss ratio to jump from that of the original defense, it causes additional problems for the German that cannot be ignored. If the German commander does not wish to use a Stuka against the 11th Infantry, he can only achieve 4-1 odds and thus risk a mildly disastrous Contact result. If he does use a Stuka to ensure a breakthrough at 5-1 or better, it constitutes considerable waste of his airpower. He only needs one additional factor to raise his attack strength to 30 (in order to ensure a 5-1), but Stukas can be used much better by raising normal 2-1 attacks to 5-1; thus using a Stuka against the Baltic defender robs other areas of his most potent offensive weapon.

The northern area of the Kiev Military District is defended similar to the Western Military District, only now it is the mountains rather than the woods that are used to advantage. The major problem is to prevent an incursion along W25 by armored members of Army Group South (one of the decisive factors in my loss in the Series Replay). Since the

Diagram 1: Western Military Group Overrun: June '41.

Diagram 4: Kiev Army flanked: June '41.

key to such a German tactic is to overrun a weak unit on Y25, thus giving access to W25 (see Diagram 4), the solution is to put a unit on Y25 which could not be overrun *(see Diagram 5).* The 9th Infantry nicely fills this slot and completes the solid front line defense. Note that overrunning only one of the units on AA25 or BB25 will not open a hole in the Odessa District and since both cannot be overrun, the defense is intact.

Diagram 5 VIIPURI II—Southern Kiev, and Odessa Districts.

The only remnant left unchanged from the original *Viipuri* defense is the Finnish front. While it has been pointed out that the 7th and 23rd Infantry (on C10 and B9 respectively) should exchange places as the doubled 4-3 is as effective as the doubled 5-3 in holding off the Finns, I still tend towards the original setup. This might be more from nostalgia than common sense, but it does have the advantage of setting up the *Viipuri Trap* (see original *Viipuri* defense) against the careless or greedy German.

The major drawback to a solid front-line defense is that casualties tend to be very high. But if German penetration can be effectively retarded on the first turn, a minimum of units can present two nicely doubled river lines for the German to consider in July and August. In particular, the hexes Riga, H16, J15, L14, V22, AA21 and DD22 should be occupied. Surviving units from the first turn who can't really escape to safe areas should be considered at P15, U24 and Odessa.

In my opinion, the third turn is generally when the Russian should consider giving up vast amounts of space. With normal weather, the German will be unlikely to get any cheap shots against any cities with production centers except for Kiev. The ensuing winter can be used to consolidate forces and make local counterattacks in threatened areas.

Hopefully the readership will find *Viipuri* II more satsifying and endurable than the original *Viipuri*. Improvements and changes are bound to occur and I invite all *RUSSIAN CAMPAIGN* enthusiasts to share their views and criticisms, their pet defenses and favorite tricks. *THE RUSSIAN CAMPAIGN* is a fascinating game and the more discourse that occurs, the more rewards that we players reap in pursuing one of life's little pleasures. To that end, any one wishing to take me on in another PBM Series Replay can write me at: 4040 SW West Hills Rd., Corvallis, OR 97330.

☆
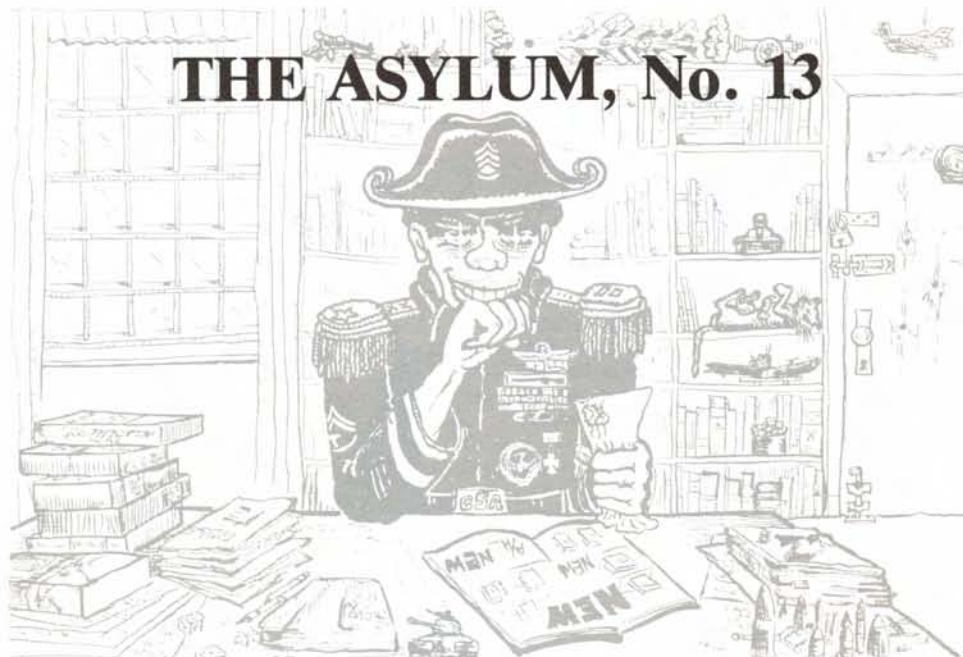
THE ASYLUM, No. 13

NOT TONIGHT DEAR, I JUST GOT THE GENERAL

by John Curtin & Alan R. Moon

It was our anniversary. I'd really put out this year. Bought her flowers AND candy.

As I opened the front door, I saw the dining room table. It was just as I'd expected it to be. Laid out like royalty was coming. Centerpiece. Candles. The good china her mother had given us as a wedding present. The good silverware her grandmother had given us as a wedding present. The cloth napkins her aunt had given us as a wedding present. The fondue set her great aunt had given us as a wedding present. Etc. I walked into the kitchen ready to accept a big hug and kiss. And after that, who knew, maybe dinner would have to wait awhile.

I knew something was up though, when I saw that familiar, sad look on her face. "What happened? Did you burn the dinner? Is the checking account overdrawn again?"

"Worse than that", she replied almost in a whisper, "The latest issue of *THE GENERAL* came."

"You're kidding, it's early. Where is it?"

"I won't tell you. It's our anniversary."

"I don't want to read it tonight. I just want to see what's in it?"

"You promise?"

"Yes. Of course. Where is it?"

"I put it underneath the bills. I knew you wouldn't look there."

I ran into the den. There on the desk beneath the bills was my magazine. I picked it up, without disturbing the bills. I sat down and began to read.

"Dinner's ready", she said from the doorway, having followed me into the den.

"Okay, I'll be right in." She left.

I went into the dining room, magazine in hand and sat down.

She came in. "You're not going to read it at the table, are you?" I ignored her. "Don't forget about your bib. Remember last time you spilt the beef juice over your shirt.

"And the magazine", I included.

"It took me three washings to get the stain out of your shirt."

"I couldn't find out who won the SERIES REPLAY till the next day when I drove to Baltimore and bought another copy.

After dinner, I got down to some serious reading, sitting on the couch. When I got to Tom Oleson's *ANZIO* article, I had to break out the game and set up the new scenarios.

About nine, my wife came out of the bedroom wearing a new, baby doll nightie and a very seductive look. "When are you coming to bed, handsome?", she purred huskily as she cuddled up against me.

"Not long, darling, I just want to see how this strategy works out."

"Allright, I'll be waiting for you, but please hurry", she moaned as she swooshed away.

What seemed like minutes later, she stormed back in. She was still wearing the nightie, but her expression had changed. I glanced at the clock and saw it was ten after eleven.

"Do you know what time it is?"

"No honey, but why don't you go back to bed and I'll be right in."

"Enough is enough. I fell asleep waiting for you. That's it." She was standing on the other side of the coffee table now. Suddenly, she scooped up the map and pieces, grabbed *THE GENERAL*, and marched out.

I was thunderstruck. Was this the meek, little gal I'd married seven years ago? The shy, innocent minister's daughter?

My thoughts were interrupted as I heard the awful, snarling sounds of the garbage disposal in action. I ran into the kitchen.

Too late. I watched in horror as the last of my *ANZIO* pieces went down the drain. Rooted in place, I stood by helplessly as next she took out the butcher knife, waved it at me, and then began to chop the board to pieces. She then dumped it into a pot and set it afire, and began tearing out the pages of *THE GENERAL*, throwing them onto the blaze. All the pages gone, she began to cry and ran out.

As I opened the refrigerator in the glow of the blazing *GENERAL*, to see if we had any marshmallows, I couldn't help but wonder what the feature article in the next issue would be.

☆

high. The results of the survey were not as surprising. We fully expected to dominate the results and were proven correct even beyond our expectations. However, we do not delude ourselves into thinking these results would hold true in any other magazine. All magazines have a built-in bias among their readership. Regardless of the editorial policy adhered to, over a period of years the circulation will tend to be shaped as a group which more or less agrees with that policy; dissenters having allowed their subscriptions to lapse. This is true even for those magazines who proclaim themselves to be ''neutral'' observers of the hobby. Such journals must still have an editor who sides visibly to some degree to either the simulation or gaming side of the hobby. Those 'zines published by a game company, such as *THE GENERAL,* have even less claim to objectivity. Obviously the people who subscribe to *THE GENERAL* do so because they like Avalon Hill games. Just as obviously, they are going to react favorably, as a group, to any type of rating system which compares AH products with those of other companies. To claim otherwise would be extremely hypocritical. For that reason, we have avoided sponsoring our own awards or rating system in the past. Even if we encouraged other magazines to take part in the voting, the overwhelming input would come from the response of our own readers. To engage in such a practice would be nothing more than a thinly veiled self pat on the back.

If nothing else, the ''WHAT HAVE YOU BEEN PLAYING'' survey has proven this premise beyond a shadow of a doubt. Although over 200 games from dozens of different manufacturers were listed among the hundreds of responses we received, only one non-AH title was found in the top 20 listing. *RISK,* a Parker Brothers product, did manage to place 22nd but one then had to go all the way to 36th place to find another non-AH title (SPI's *WAR OF THE RING*). So, what good is it if the survey is obviously so biased? Why continue it?

Well, for starters, it appears to be a popular feature. As long as it holds your interest, we'll continue to run it. Secondly, it can be a viable tool for use in determining what games we should give more space to in *THE GENERAL*. Based on the initial survey we shouldn't allow any issue to go by without some type of *SQUAD LEADER* article. We could have figured that out simply by the sales figures, but how do we explain the high rankings of *TRC* whose sales figures have never been anything to brag about? Similarly, we can benefit from long term studies of trends in game popularity to determine just how much the newness of a title influences its popularity, as well as the validity of investing additional resources into redesigns or second editions of older games approaching ''classic'' status.

This is probably a good place to clarify a few points about the mechanics of the ''WHAT HAVE YOU BEEN PLAYING'' survey. You can list only three games regardless of how many you have played in the past two months. You can list less than three if you haven't played that many. Listing *SL-COI-COD* counts as a single vote for *SL* unless you list them separately — one title per line.

Lastly, I regret to report that for the first time in seven years *THE GENERAL* will not be able to supply its readers with a preregistration form for the national convention. The Pacific ORIGINS sponsors have informed us that they are unable to provide this information to us in time. As of this writing they have not even provided us with an advertisement. We suggest interested readers write directly to the address listed in our Convention Calendar (page 47) to request preregistration material. ☆

AMOEBA WARS

He knew exactly what the report would say even before he read it. **Space Amoebas had been spotted in his sector.**

Reports like this had been flooding into federation headquarters the past week from all corners of the galaxy, but he had hoped the amoebas wouldn't have gotten this far so quickly. As captain, he knew his first responsibility was the safety of his scout ship and his crew. His orders were immediate—change course toward the nearby sun. Space amoebas tended to avoid the deleterious effects of heat on their protoplasm.

The scout's mission was to protect valuable resource planets in this solar system. It was especially important now, for the federation's Space Lord was preparing a major offensive to capture the seven inner solar systems of the Empire. In the very center was the great planet, Saestor. Here, the Empire had begun and prospered, spreading out until it ruled the entire galaxy. After many millenia of peaceful and prosperous government, complacency and neglect had inevitably begun undermining the structure.

Then the amoebas came. Nobody knew where they came from or why they came, but there was no mistaking their presence. As big as planets, their monstrous pseudopods engulfed anything that strayed into their path. At one time, the Empire would have easily driven them away. Now it was too late. As a last ditch effort, the Empire's super-dreadnoughts were converted into Doomsday Machines and launched against the one-celled monsters. They immediately went out of control, however; and drifted aimlessly throughout the galaxy destroying anything they came in contact with. The Empire collapsed. All that had been was gone. Survivors were forced to flee to the outer solar systems.

From the ashes of destruction emerged a new spirit. Small federations began springing up as havens for these last remnants of civilization. Here the Space Lords rose to power. Each had the same goal—to recapture the inner systems and return the galaxy to peace and order.

Reflected off the scout's silver body, the suns rays shone through the blackness of space into a pale, translucent mass in front of it. There was no time to change course. No warning. The scout disappeared into the soft, absorbing body of the amoeba.

Amoeba Wars is a fast, exciting game of galactic struggle for two to six players. Game time averages between one and three hours. Each player assumes the role of a Space Lord. His objective is to capture Saestor, the old capital of the Empire. Not only must he be prepared to battle the Space Amoebas, but he must also be ready to fight competing Space Lords to win. Good planning and calculated risks must be utilized to take Saestor. But be careful, a marauding Doomsday Machine may appear at any time to disrupt any well-laid plans.

Amoeba Wars is not a simulation, but it is one heckuva game! We present, with pride, a truly **innovative fantasy game** easily learned, yet subtle in strategy of play.
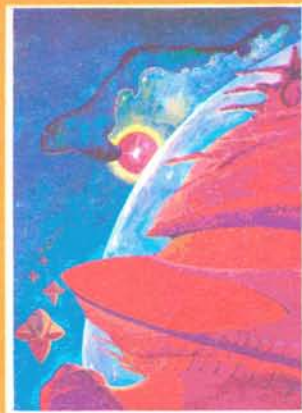
Amoeba Wars comes to you complete with large full color mapboard of the Empire Galaxy; deck of power cards; playing pieces representing space amoebas, doomsday machines, scout ships, battle cruisers, patrol ships, battle stars, and dreadnoughts; plus a variety of playing aids.

Fans of Gary Donner's previous Avalon Hill release, **WIZARD's QUEST,** won't want to miss **AMOEBA WARS.** It has the same basic simplicity which made that game so much fun to play, yet is extremely challenging in its new applications of timing and combat resolution percentages. **AMOEBA WARS** is available now by mail from the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214 for $16.00 plus 10% postage and handling (Canadians please add 20%, overseas customers 30%). Maryland residents please add 5% state sales tax.

Complexity Rating: 1 (10 being most complex)
Number of Players: 2-6, ages 12 & up
Playing Time: 1-3 hours

Hoisting the Jolly Roger . . . *Cont'd from Pg. 17*

Aboard the *Royal Fortune*, Roberts saw the approaching Ogle only to mistake the *Swallow* for a large merchant vessel. It was indeed ironic that Roberts, a fine seaman and crafty adversary, would pick this time to have a lapse in judgement. It was a lapse that he would pay dearly for.

Roberts ordered one of his fleetships to capture the *Swallow*. Out went the *Great Ranger* and sometime later, unbeknownst to Roberts, was captured by the *Swallow*, a 60 gun man-of-war.

On the morning of 10 February 1722, Roberts was in his cabin aboard the *Royal Fortune* when word came that a ship was fast approaching. He was not the least bit concerned even though five days had passed since the *Great Ranger* had sailed after another ship. The British ship slowly closed the gap to the unsuspecting pirate vessel. Roberts, meanwhile, was eating his breakfast, so strong was his confidence in himself and his ship.

The two ships closed on one another and at 11:00 AM, they were well in range. Roberts, by this time, finally became aware of what was occurring and ran up to the decks, bent on teaching the *Swallow* a lesson. With an immense roar, the *Swallow's* guns delivered a thunderous broadside. The *Royal Fortune's* mizzen topmast came crashing down. The pirates replied in kind. As the smoke cleared, Roberts was seen to slump on the rope tackles of one of the guns. He soon died, his throat ripped by grapeshot.

His death so unnerved the crew of the *Royal Fortune* that they surrendered.

II. Prevailing Weather Conditions
Wind Direction: 5
Wind Velocity: 3-normal breeze
Wind Change: 5

III. Special Rules
A. Morale
B. Pirate Leaders
C. Boarding
D. Certain hexes are land as shown in black on the map diagram:
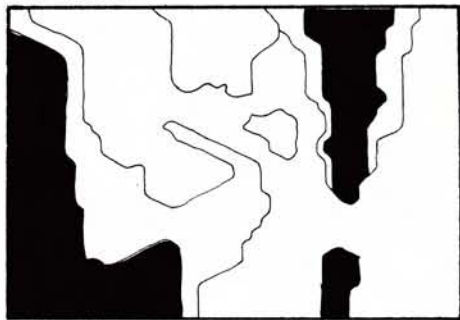
IV. Special Victory Conditions
Just a slugfest between a devil-may-care pirate and a determined Royal Naval officer. ☆

BLANK COUNTERS

Avalon Hill now sells blank, half inch counters pre-printed with standard unit notations in an assortment of six colors. Each counter sheet contains approximately 190 counters. The larger 5/8" counters are not available in different colors or with pre-printed unit notations. When ordering choose from the following colors: white, beige, blue, yellow, gray, or mint green. Blank counter sheets are available for $2.00 each, or six for $7.50, or twelve for $14.00. Add 10% for postage and handling (20% for Canadian customers, 30% for overseas orders). Maryland residents please add 5% state sales tax.

GLADIATOR

The savage splendor and pageantry of ancient Rome lives again in this game of man-to-man gladiatorial combat. Each player assumes the role of one of a matched pair of gladiators pitted in a contest of arms to the death. Superbly trained and equipped for the sole purpose of entertaining the citizenry with their life and death struggles, each man must fight with all the skill he can muster for his very survival. There is no question of bravery in the arena. It is kill or be killed and each man must muster all the skills and cunning he can summon in this most desperate of battles for survival. There can be only one victor in the arena and no second chance for the loser. For missus can be granted the fallen only at the whim of the emperor, and all too often mercy takes the form of a quick end on an opponent's blade. Let the games begin!

In **GLADIATOR** each player is represented by a single "counter" one inch wide and 1 5/8" high which stands erect as long as the gladiator does. Each counter is back-printed with a rear-view image of the gladiator giving a three-dimensional feel as if the players were maneuvering miniature figurines. There are four classes of gladiator varying in type by armor and armament. Within each class the participants vary according to individual ratings for training, strength, agility, constitution, combat capabilities, and types of armor worn. Regardless of rating, each gladiator will have some strength with which to exploit his opponent's weaknesses. Knowing how best to utilize these advantages is the key to survival and winning the game.

In the **Basic Game** both gladiators are armed with short sword and shield. Each player records his movement secretly in an attempt to gain a positional advantage over his opponent. Movement orders are then revealed and executed simultaneously. If in position to attack, each player then secretly allocates his available combat factors to any of a series of offensive maneuvers aimed at various parts of his opponent's anatomy or defensive maneuvers to protect himself from an adversary's attack. Combat is resolved, wounds inflicted and recorded, and checks made for incapacitating results. Play then proceeds in a like manner until one gladiator is victorious.

In the **Advanced Game**, the Retarius makes its appearance, allowing the classic confrontation of antiquity: short sword vs. net and trident. The Retarius can strike from greater range with his trident while the swordsman is still too far away to harm his opponent, or trip or ensnare his opponent with a deftly swung net. At close quarters, though, it is the Retarius who is at the disadvantage with no shield to turn away his opponent's attacks. It is the classic struggle of strength vs. agility.

In the **Campaign Game**, players assume the role of wealthy Romans vying to acquire great wealth through wise wagers on the success of their own stable of gladiators. In addition, each victorious gladiator can improve his characteristics through experience gained in the arena, although he also risks debilitating injury. Ultimately, a gladiator's supreme goal is to become the Emperor's champion and win his freedom.
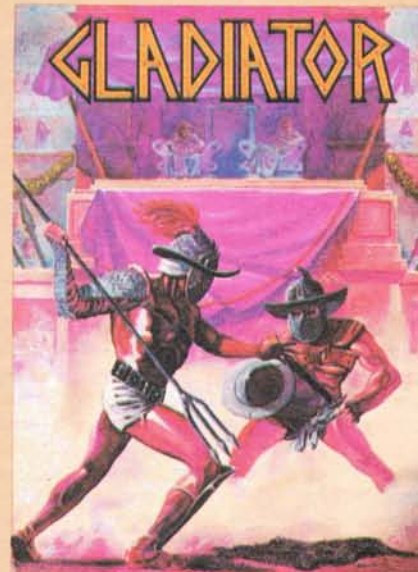
GLADIATOR is best played with two participants, but can be played by any number—especially in the Campaign Game version. The average playing time varies from 15 minutes to a half hour, making multi-match tournaments a commonplace occurrence. In each game you get an 11" × 16" mounted mapboard, rulebook, gladiator log pad, and full color, double printed die-cut counters representing the gladiators and their weapons.

GLADIATOR is available now by mail direct from The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214 for $9.00 plus 10% for postage and handling (Canadians please add 20%, overseas customers 30%). Maryland residents please add 5% state sales tax.

AVALON HILL COMPLEXITY RATING: 4
(on a scale of 1 [easy] to 10 [hard])

WHO SHOT D.J.?

What was D.J. doing on the fateful night of December 24th? Maybe he was pitching pennies against himself. This would explain the coins on the office floor but wouldn't be very rational. Maybe he was playing *CIRCUS MAXIMUS*. Did he throw the darts on the board or did someone else place them there?

Why did Shaw come if no one called him? Maybe Shaw and D.J. pitched pennies and they had an argument. Remember that Shaw jingled change in his pockets. How come the list Shaw gave the investigators contained nine names but only seven are listed? Maybe Jim Dunnigan set up Shaw to murder D.J. They worked together and are probably still friends.

What was Hamblen holding back? He used to be a computer programmer so maybe he used one to carry out the perfect crime.

It is just like Uhl to be more fascinated in the investigation than to express any sorrow over D.J. Maybe the eighth graders gave him a heart of stone and he will kill just for the fun of it.

I have always considered Davis mysterious, but when he talks he is frank (as his name suggests); I doubt if he did it but if he did it was probably because D.J. makes his games *fun*.

Alan R. Moon has always been unusual. I will let his case rest there. There are some interesting points though. Maybe D.J. is *really* dead. A.R. Moon did the whole issue so maybe he *is* taking over the job.

Zucker may be the spy from SPI instead of Moon. Or maybe he is a game company maniac. He temporarily visits companies and leaves bad tidings. For example, SDC lies in ruins, SPI is second to AH, and OSG was picked up and then dropped. Now AH has lost a developer/editor. Could GDW be next.?

Mrs. Barsotti may not be the innocent person she dissembles. One day she may have had to pay for the pizza and discovered she had no money (nor did D.J.). After washing dishes at the pizza shop after work, her wrath may have been very violent and she may have directed it towards D.J.

Will we discover the killer who shot D.J.? There are many who have a motive in this intricate plot. He could have been a past employee seeking revenge. Could Randall Reed be the killer? Or maybe even Jack Radey (sent from Moscow). This could be the biggest case since "The Hound of the Baskervilles."

Dear readers,

This was only one of many creative replies to the contest in Vol. 17, No. 4. I thought you might enjoy seeing a few of the more imaginative responses.

★★★★★

Dear Mr. Moon,

After careful deliberation of the evidence, I have committed to paper my conclusions re: the political assassination of Mr. Donald J. Greenwood. Heigh-ho, heigh-ho, to solve the crime we go . . . !

After noticing that Baltimore detectives don't work on Christmas (subtitled "Death Takes a Holiday"), I got down to the serious business of searching for a killer. I immediately eliminated Christin, as her aim was so bad that she couldn't even kill J.R., let alone a gandy dancer such as Greenwood. I also eliminated the League of Women Voters as a suspect, for the simple reason that they had already committed their quota of political assassinations in Baltimore for 1980. This left me with only the Avalon Hill staff, Iranian militants, and Cpt. Teinham (10-2 leader with a squad, LMG, and a Panzerfaust) as suspects. The case narrowed itself further when it was discovered Cpt. Teinham was tied up at a convention called CON-TACT which teaches wargamers how to win without gloating. This was a serious blow to the investigation since the good Captain was the only suspect known to have possession of an automatic weapon capable of the carnage performed upon the deceased's body. The Iranian militants were eliminated when it was revealed they all were busy painting "Reagan" over all their "Death to Carter" signs so as to be ready for the new year.

The Darts in the Hearts Rhyme is a misleading clue. It was obviously just Mr. Greenwood's way of letting off steam toward his "loyal" subordinates.

I again returned to the police log and determined that the killer made only one mistake in committing the perfect crime. It occurred at 10:14 on December 24th. Yes, boys and girls the killer is . . .

Col. Mustard with the revolver in the study! NO! Wait a minute (with apologies to Mick Uhl), it was . . .

LEE BARSOTTI !!!?!!

The call to the police came from an anonymous *lady* caller, who stated she heard shots from the A.H. offices. With the assortment of nuts that work at A.H., *no one* from outside the company would be surprised enough by *anything* suspicious inside the building to call the police.

When Lee confessed, she told the police that Grumpy . . . err . . . Greenwood asked her to stay after work on the 24th. She said that Don immediately broke out a copy of *GUNSLINGER* and proceeded to teach her a variant that he had thought of while watching *The Deer Hunter* on Home Box Office the previous month. Mr. Greenwood's gamely (pardon the pun) advances took her by surprise. She shot Don with the .44 semi-automatic he had given her to play the game with. But she said she only shot *once*.

While Lee was still confessing, a call came from the Desk Sergeant. Mr. Shaw wanted to speak to the detectives in charge of the Greenwood case. He was instructed to send Mr. Shaw in. Lee was taken to a cell. A patrol car was sent to arrest Sneezy as an accessory before the act of murder (after all, Hamblen did design the game).

Mr. Shaw entered the Detective's Office and broke down. He confessed to killing Mr. Greenwood. He said he want to speak to Don about putting another *RAIL BARON* article in *THE GENERAL*. He said Don just sat there and moaned (probably because he had already been shot once by Lee). Tom got nervous at the idea of being rejected for not being a true wargamer, so nervous that he dropped some of the coins in his pocket. His nervousness quickly turned to anger. Tom saw a pistol lying atop the non-working water cooler and unloaded the clip into Don. This only accounts for seven of the thirty bullet holes in Mr. Greenwood's body. (One shot from Lee and the remaining six bullets in the clip from Tom.)

Another call from the front: Frank Davis was here.

Frank confessed. (Agatha Christie is screaming right now.) He said that he had decided to start to get to know the people he worked with better, so he had gone to see Alan Moon (whom he referred to as Governor Moon-beam). Kevin Zucker and Mick Uhl were already in Moon's company. Moon, ever wary of things that are "trendy" (he's the one who dresses preppy), said that they should form a Gang of Four and stage a cultural revolt. (Do not be misled, Mr. Moon doesn't read *Time* or *Newsweek*. He learned about the Gang of Four by reading *Doonesbury* in the funny pages.) Moon said that *THE GENERAL* was a stagnant rag and would remain so as long as "you know who" remained Editor. He suggested that they play a campaign game of *DIPLOMACY*, using a secret alliance as a base from which to purge Ye Ed. Mick questioned the validity of the idea under the rules, but Alan assured him that any problems could be rectified as soon as Alan was made editor by merely printing them in *The Question Box*. Alan (who was the only one in the group with any Elan points to his credit) asked if they were all in agreement. Zucker sleepily nodded yes, Uhl didn't know what was going on but agreed so that he wouldn't look like a dope, and Frank, still wanting to be a part of the group but being a bit bashful about his approval, coyly raised his hand, which made Alan very happy. Alan led them to Greenwood's office. Alan handed Zucker his own personal .44 semi-automatic (with the pearl handle and rich Corinthian leather carrying case) and Zucker pumped five shots into Greenwood's body. Greenwood had appeared to be napping and snored wildly (it was later determined that Greenwood's lungs were slowly filling with blood from the wounds he had already received from his first two assailants). Uhl, who still thought it was just a game, gleefully let go a blast of seven shots. Frank figured that Don must be dead by now so he couldn't be blamed for anything and fired seven shots, only five of which hit Greenwood because he slipped on some of the coins that Tom Shaw had dropped. Then Alan stepped up and fired seven shots, five shots at Greenwood and two shots at the *Avalon Hill Philosophy* column.

All of this carnage took place in the span of an hour. About this time Lee started to feel guilty and called the police anonymously.

The police investigation went smoothly right up to the first confession. At 11:15 on the night of the murder, the police received from Tom Shaw a list of nine names: Tom Shaw, Richard Hamblen, Mick Uhl, Frank Davis, Alan R. Moon, Kevin

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Zucker and Lee Barsotti. It is interesting to note that these same detectives were just returning to duty in Baltimore after having been lent to the Census Bureau.

The police took only two hours to eliminate the butler as a suspect: Mr. Greenwood didn't have one.

The investigation was continually interrupted on Dec. 26 by dozens of people carrying bags of pretzels, six-packs and copies of *WAR AT SEA* still in the cellophane, which they had gotten for Christmas and were eager to find an opponent to play.

Richard Hamblen's alibi was broken when his wife said he had gone into his game room and hadn't come out, but she heard him sneeze occasionally. Upon further inspection it was discovered that Richard had cut a record out of a copy of *MAD* magazine entitled: "Alfred E. Newman Sneezes to the Sound of Slim Whitman's Greatest Hits". Richard explained that it was the only way he could sneak out of the house to play *RISK* without his wife knowing.

(It was with no great amount of symbolism that the killers confessed on January 16th. Since the idea of mass confession to one murder is "borrowed" from *Murder on the Orient Express* why shouldn't the confessions fall on the date in "The Night of January 16th"?)

With the investigation complete due to the confessions our faithful public servants returned to their regular routine of investigating murders, doing paperwork and playing *SLEUTH* (although some of the detectives won't play any longer; the cleaning lady keeps winning).

At the arraignment, the judge decided that Lee acted in self-defense, Zucker, Davis and Uhl were coerced to do something that they would otherwise not have done, Hamblen was innocent of the accessory charge, but guilty of designing a game with dangerous possibilities and attempted insult of a John Wayne fantasy, and Shaw was not of a rational mind and was sentenced to spend two weeks locked in a room at the In-Town Holiday Inn in Philadelphia and watch continuous reruns of *Games People Play* while developing a way to play *TWIXT* solitaire.

The long A.R.M. of the law came down heavy on the assistant editor of *THE GENERAL*. His trial, which due to local prejudice had to be moved to Chevy Chase, MD, ended with a verdict of guilty of murder in the 6-1 column by reason of insanity. He was sentenced to The Asylum.

Donald J. Greenwood (or what was left of him) was buried in Arlington National Cemetery (having been a war hero at the Battle of Bucholz Station during WWII) under a tombstone which reads:

Donald J. Greenwood
Born: We Assume
Died: December 24th 1980 of Lead Poisoning
"The Only Deadline He Ever Met"
Rest In Peace

The entire case was later overturned when it was disclosed that the A.H. offices are actually at 4517 Harford Rd., not at 20 E. Read St. Someone else had been killed. Quoth Greenwood: "The rumors of my demise are greatly exaggerated." This is the last issue you get to edit, Alan.

★★★★★

Gentlemen:

The Murderer is Alan R. Moon because:

(1) He is the only suspect who has been provided with a motive. Agatha Christie teaches us to ignore distracting clues and go for the suspect with a motive.

(2) Anyone egocentric enough to include *six* articles by himself in his first venture as editor of so prestigious a publication as *THE GENERAL* is too egocentric to allow anyone else to be the murderer in a puzzle of his own design.

I reconstruct the murder as follows: Moon invites Greenwood to an after-hours game of *SQUAD LEADER* on one pretext or another. During the game Moon lures Greenwood into moving in the open (perhaps from his desk to the new water-cooler) and guns him down with an LMG at point-blank range. Using the 4 column on the IFT with a -2 modifier, Moon rolls a 3, and Greenwood is KIA. Moon then arranges distracting clues (the darts and the coins) and goes out to buy himself a desk sign that reads "Alan R. Moon, Editor."

David K. Rod
Lawrence, KS

Gentlemen,

Obviously Tom Shaw cracked under the pressure when he realized that Alan R. Moon would take over as editor and would soon be after his job as Vice President.

So Tom confessed to the murder and began looking forward to a peaceful life behind bars rather then spending the rest of his life in fear of the power-mad Moon. Meanwhile, the Russian Paratroopers are picked up by a submarine waiting for them in the Chesapeake Bay having completed their mission to assassinate America's greatest mind. Wait! Maybe they were actually SPI Paratroopers dressed to look like Russians disguised to look like reindeer. Or maybe I've been reading too many rules.

Tim Board
Brimfield, IL 61517

★★★★★

Dear Alan:

I read with great interest your article "TKO In Three". I am the recent Michicon winner of VITP and have amassed nine consecutive Japanese victories. I congratulate you on some of your insights. However, I hasten to add that your TKO system can be defeated by the stronger American players.

It is unfair of me to say that your system is flawed without a demonstration. Actually, I wrote out two pages of disagreements before I decided not to divulge my winning secrets. It may suffice to say that the last time I lost with the Japanese (Chicago Wargaming Association Championship) was when I failed to take Dutch Harbor early in the game by amphibious assault. Incidentally, I even disagree with your first turn setup and objectives for the Japanese. The difference is in the conceptual understanding of the roles of amphibious and land based air units.

The only way I can provide you with recourse to my statements is a match. Obviously, I do not relish taking the Americans! But I can never resist an open challenge. Isn't that the implication of your statement "and I will continue to play with it till I am proven wrong". I will risk being the Americans if you agree to follow the published setup of Turn I and the LBA—patroller stage of Turn II. I will even make a small wager ($200) on the outcome.

We could play by mail although I haven't done that sort of thing before. However, I am one of the stronger postal chess players. Perhaps we could meet in a "neutral" place. I travel frequently to New York City, but not to the Baltimore area.

What do you suggest? If we can get a replay article out of it and line up a mediator, I would consider raising the stakes to $500.

Max Zavanelli
Park Ridge, ILL.

I didn't expect anyone to take my challenge literally, especially since it was really just an attention getter. However, since you have accepted my challenge, I accept yours, with the following conditions:

1. The game is played with a strictly enforced five minute time limit for each phase of each player's turn—patrolling ship phase, lba/-marines, and raiding ship phase.

2. The moves are not recorded for a Series Replay, since this would slow down the game too much.

3. No optional rules are used.

4. I must use my "TKO" turn one setup, but beginning with turn two, I have complete freedom in my play. It would not be fair to restrict my play after turn one, since the results of turn one could dictate I modify my basic "TKO" approach. Turn two restrictions would reduce my ability to innovate. In addition, "TKO" is a basic system; my play within it continues to evolve and surprise is a strong weapon which I do not wish to give up so easily.

As for the wager. While I like to gamble, I heed Willie Shoemaker's advice in his NY Off-Track Betting commercials when he says, "bet with your head, not over it." $100 would be no problem. $200 is a maybe.

As to the time and place, we're in luck. I will be attending CWACON in April (4th, 5th, and 6th). The organizer's will even feature our match on their convention schedule.

Finally, I feel compelled to issue a warning. Among my friends, I have quite a reputation with the dice. And while VITP is a game of strategy, I have unbalanced many a game with my streaks. Die rolling is the variable which Chess avoids.

Alan R. Moon

TITLE BOUT

Q. Automatic TKO and TKO Condition Chart: which fighter's TKO Rating do you use; the fighter who scored all the points or the fighter who might get the TKO?
A. Use the TKO Rating of the fighter who is being hit, as he is the one who is susceptible to a TKO.

Q. Should the Excessive Rabbit Punch be a "Check Result Table"?
A. Yes.

Q. If a fighter's HP Rating goes down one if he is a boxer, does a fighter's CF go down one if he is a slugger?
A. No.

Q. The rules state that Coverup can be used as a strategy at any time in a round. If a card that has the possibility of a knockdown appears, can the Coverup be played immediately to eliminate that possibility, or should Coverup be used only after a punch has been resolved (or Action) and not in the middle of Action resolution?
A. Coverup can be used only after a punch has been resolved (or any subsequent action due to that punch).

Q. Welterweight Miguel Barreto has the following ratings: KDR 1:7, KDR 2: +4; total 11. If a second knockdown attempt is made what table is used? Also, in general what is the procedure if KDR 1 + KDR2 is greater than 10 due to optional rules?

A. Any time the KDR 1 + KDR 2 is greater than 10, use 10 on the chart.

Q. Vonzell Johnson (a light heavyweight) is missing his Cut Rating. What is it?
A. Vonsell Johnson's Cut Rating should be CO/CH: 5/2.

Q. The example in the rules for using up Endurance shows Endurance up at the end of Round 9, but the reduction starts in Round 8.
A. This was a typographical error. Reduction should start with Round 10.

Q. Killer Instinct clarifications:
 a) Are cards used to resolve Killer Instinct in your hand used to resolve all actions (i.e., do the cards used for scoring punches, cut attempts, etc., come from the Killer Instinct cards and not the unused deck?)?
A. Yes, the Killer Instinct cards are used to determine all action that occurs during that time.
 b) If not enough cards exist for drawing all Killer Instinct cards you are entitled to, do you use just what is there?
A. Yes, use only the cards which are left in the round. There is no carryover.

Q. It would be nice to put down a list of weight classes for people who do not remember if flyweights are lower than bantamweights, for example.
A. Heavyweight, Light-Heavyweight, Middleweight, Junior Middleweight, Welterweight, Junior Welterweight, Lightweight, Junior Lightweight, Featherweight, Bantamweight, Flyweight.

Q. One card has Cut -8, but no fighter has that possibility. Please explain.
A. There is also a card that has Cut -9 and Cut -10. These are included for percentage reasons and for possible later use in case a fighter comes along who has more ability than Ali (the best to date) at cutting his opponent.

Q. Will there be cards for Too Tall Jones and Lyle Alzado?
A. Too Tall Jones may someday be rated but not until he becomes a bona fide contender or at least a respectable fighter. Since Alzado returned to football there will not be a card for him.

Q. Are points received for cuts added to the point total?
A. Yes.

Q. When there are enough points built up for a TKO, does it take place immediately or at the end of the current round?

THE QUESTION BOX

A. At the end of the round.

Q. Re "Adjusting the KDR According to Opponent's HP": If both fighters have equal HP's does this rule affect them both, or is it not used in this instance?
A. If affects both—they could each have weak defense but a devastating punch.

Q. As a fighter loses endurance, his PL and HP are reduced. As his HP is reduced, should KDR 1 of the other fighter be reduced accordingly?
A. Yes.

CRESCENDO OF DOOM

116.62 & 89.21 Can a broken unit remain in a hex with an enemy scout?
A. No, but neither could a scout claim a prisoner by moving into a broken unit's hex during the Movement Phase.

121.42 If an engineer squad deploys, do both half-squads retain the smoke making capacity?
A. No—neither of them does.

123.42 Can motorcyclists dismount into an adjacent hex during the Movement Phase in the same way passengers dismount a vehicle?
A. No

133.75 If enemy units leave a bridge detonation hex are the detonation DRM accumulated to that point lost or are they permanent?
A. Permanent

READER BUYER'S GUIDE

TITLE THE LONGEST DAY $65

SUBJECT Game of WWII Normandy Invasion

THE LONGEST DAY, Avalon Hill's first "monster" game, was the first of its breed to undergo analysis in the RBG. Its cumulative rating of 2.83 was good enough for 28th place on the chart which must be regarded as somewhat of a disappointment given the extraordinary length of the game's development and its classification as a special interest item. We pointed out previously that the RBG ratings for the *SQUAD LEADER* gamettes were somewhat biased because the number of purchasers inclined not to like the game was lessened by the fact that they first had to purchase *SL*. Those who did not like the game system would not buy the expansion gamettes and thus the reviewers of the game would be more inclined to rate the gamettes favorably. Logically, a similar phenomenon should also be in play for TLD. The $65 pricetag made it very hard for consumers to mistake the scope of this title. One would think then that such buyers would be predisposed to favor a simulation of these proportions; playability advocates being unlikely to take the $65 plunge.

Nevertheless the title got only average marks when compared to its smaller brethren in the RBG. The Play Balance rating of 3.30 was bettered by 68% of the other games in the chart, and the Overall Value mark of 3.15 put it in the bottom fifth of the class—a placement no doubt made easier by the $65 pricetag. The worst offender though is the 3.53 rating for Completeness of Rules—a figure which beats the performance of only three other games in the chart (*1914*, *MAGIC REALM*, and *GETTYSBURG '77*).

On the positive side, TLD chalked up 11th best performances in the Realism and Components categories. One would have thought, however, that the Realism rating would be even better given the tremendous detail and research so much in evidence in the game.

The playing time figure has been bastardized by a merging of ratings for both the scenarios and the Campaign Game. The former can be played in a much shorter time period, and the latter requires even more playing time than indicated below. In both cases, a long setup time adds to the problem of high piece density.

TLD is an historian's delight, but those who prize playability above all else should look beyond the 1500 counters and 2000 towns of *TLD* to shorter games; a statement which can be safely made about most, if not all, games of this genre.

AVALON HILL RBG RATING CHART

The games are ranked by their cumulative scores which is an average of the 9 categories for each game. While it may be fairly argued that each category should not weigh equally against the others, we use it only as a generalization of overall rank. By breaking down a game's ratings into individual categories the gamer is able to discern for himself where the game is strong or weak in the qualities he values the most. Readers are reminded that the Game Length category is measured in multiples of ten minutes and that a rating of 18 would equal 3 hours.

	Cumulative	Physical Quality	Mapboard	Components	Ease of Understanding	Completeness of Rules	Play Balance	Realism	Excitement Level	Overall Value	Game Length
1. CRESCENDO OF DOOM	2.04	1.93	1.64	2.33	3.20	2.31	2.18	1.36	1.56	1.82	19.5
2. CROSS OF IRON	2.17	2.09	2.04	1.88	3.37	2.52	2.44	1.60	1.69	1.94	20.5
3. RUSSIAN CAMPAIGN	2.24	1.98	1.85	2.02	2.24	3.07	2.78	2.41	1.78	2.07	28.5
4. SQUAD LEADER	2.25	1.97	1.85	1.82	3.58	2.94	2.36	2.02	1.82	1.92	13.6
5. CIRCUS MAXIMUS	2.27	2.53	2.13	2.93	2.27	2.33	1.13	2.26	2.14	2.28	11.6
6. W.S. & I.M.	2.34	2.40	3.07	2.38	2.88	2.39	2.07	1.85	1.88	2.10	9.2
7. ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7
8. BISMARCK	2.37	2.16	3.00	1.69	2.97	2.63	2.72	1.84	2.09	2.31	18.8
9. WAR AND PEACE	2.43	2.37	2.32	2.54	2.34	2.56	2.61	2.54	2.29	2.32	17.0
10. FORTRESS EUROPA	2.44	2.21	3.29	2.57	2.50	2.64	2.43	2.35	1.93	2.07	44.1
11. PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1
12. RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0
13. CAESAR—ALESIA	2.53	2.92	2.71	2.78	1.71	1.85	3.36	2.64	2.71	2.07	27.9
14. 1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4
15. 3rd REICH	2.57	2.12	2.47	2.34	4.15	3.22	2.59	2.24	1.95	2.05	34.9
16. PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	3.06	2.05	2.07	2.05	14.0
17. KINGMAKER	2.60	2.26	2.84	2.34	2.83	3.07	1.86	3.65	2.14	2.41	20.2
18. DIPLOMACY	2.60	2.35	2.26	3.13	1.87	2.39	2.09	4.57	2.30	2.43	32.6
19. CAESAR'S LEGIONS	2.64	2.32	2.36	2.31	2.14	2.23	3.73	3.05	2.86	2.73	13.5
20. SUBMARINE	2.65	2.58	3.48	2.42	2.90	2.87	2.55	2.38	2.22	2.47	12.1
21. STARSHIP TROOPERS	2.67	2.27	3.11	2.07	2.43	2.70	3.57	3.39	2.20	2.32	17.3
22. ARAB ISRAELI WARS	2.68	2.34	3.03	1.86	3.31	2.70	3.57	2.31	2.51	2.52	13.5
23. CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	18.8
24. VICTORY—PACIFIC	2.70	2.47	2.36	1.82	2.21	2.79	3.38	3.91	1.94	2.53	18.0
25. DUNE	2.76	2.45	2.40	3.00	1.98	2.43	2.75	4.20	2.80	2.83	11.9
26. NAPOLEON	2.77	2.04	2.96	2.03	2.25	2.86	3.25	4.18	2.46	2.89	9.1
27. FRANCE 1940	2.82	1.75	2.05	1.85	3.30	3.25	4.05	3.00	3.40	2.75	16.0
28. The LONGEST DAY	2.83	2.23	2.60	2.40	3.20	3.53	3.30	2.28	2.80	3.15	171.1
29. JUTLAND	2.83	2.84	—	2.39	3.27	3.06	3.24	2.53	2.61	2.67	29.7
30. RAIL BARON	2.87	2.98	2.82	3.45	2.07	2.29	2.05	4.69	2.76	2.68	21.6
31. LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
32. MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.73	15.7
33. AFRIKA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5
34. ALEXANDER	2.93	2.99	3.21	3.19	2.55	2.98	3.43	2.76	2.43	2.86	12.7
35. ORIGINS OF WW II	2.98	2.69	2.58	2.80	2.00	2.22	4.00	4.06	3.11	3.40	9.6
36. WIZARD'S QUEST	3.03	2.63	2.21	3.25	2.62	2.60	2.23	5.13	3.42	3.21	13.2
37. CRETE—MALTA	3.04	2.80	3.10	3.00	3.03	3.05	3.43	3.18	2.76	3.05	18.8
38. GETTYSBURG '77	3.04	2.52	2.48	2.50	4.32	3.79	3.07	2.46	3.02	3.21	27.6
39. D-DAY '77	3.07	3.72	4.54	3.69	2.19	1.94	3.00	3.19	2.94	2.44	20.2
40. BLITZKRIEG	3.09	3.39	3.28	3.30	3.14	2.89	2.25	3.67	2.81	3.05	24.0
41. TOBRUK	3.10	2.85	4.68	2.13	4.32	2.77	3.06	2.11	3.00	2.96	21.6
42. WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2
43. WAR AT SEA	3.21	3.18	3.96	2.74	1.74	2.35	3.73	5.12	2.93	3.15	6.9
44. BULGE	3.21	2.93	2.80	3.31	3.08	3.40	3.53	4.11	2.81	2.95	20.0
45. FEUDAL	3.25	3.18	4.33	2.64	2.28	2.33	2.12	5.38	3.58	3.38	7.5
46. STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.04	20.0
47. TACTICS II	3.51	3.43	4.30	3.59	1.45	2.18	2.32	5.57	4.59	4.20	11.6
48. MAGIC REALM	3.54	2.74	2.81	3.13	5.29	4.42	2.80	4.06	3.39	3.26	19.9
49. 1914	3.87	3.18	3.40	3.26	5.46	4.32	3.86	1.95	5.48	3.86	55.0
50. KRIEGSPIEL	4.04	3.77	4.20	3.85	2.13	2.94	2.93	6.09	5.20	5.29	9.8
AVERAGE	2.92	2.73	3.02	2.70	2.79	2.82	3.24	3.38	2.90	2.84	19.6

Vol. 17, No. 4 polled a 3.73 cumulative rating which made it superior only to the *DUNE* issue among the preceding six issues despite the unusually high amount of feedback the issue generated. As usual, the feature article took "best of issue" honors in our 1200 point scoring system which awards each first place vote with three points, second place with two points, and third place with one point.

Avalon Hill and its parent company Monarch Services have recently undergone a corporate reorganization resulting in a name change under which the company's stock is traded. Previously listed under the title Nationwide Diversified, the company's stock was sold over the counter in Baltimore for approximately $3.00 per share for many years. Recent corporate developments have caused the new stock asking value to spiral upwards to the vicinity of $12.00 per share as of this writing. Gamers interested in investing to acquire a piece of their favorite game company should request information from: Harold Cohen, at 4517 Harford Rd, Baltimore, MD 21214. The shares of Monarch Avalon, Inc are publicly traded on the NASDAQ System under the symbol MAHI.

Avalon Hill will be making major appearances at two game conventions this summer: ORIGINS in San Mateo, CA and GEN CON EAST in Cherry Hill, NJ. We will be sponsoring a dozen events at both shows. More details will be made public as soon as we get them.

Napoleonics fans near Columbus, OH won't want to miss the Napoleonic Symposium scheduled for August 14-16. Keynote speaker of the symposium will be celebrated author and noted Napoleonic authority, David Chandler. Professor Chandler is the Head of the History Dept, Sandhurst Military Academy, England, and is author of several landmark Napoleonic works including *Campaigns of Napoleon* and *Dictionary of the Napoleonic Wars*. Attendance will be by invitation only. Those wishing an invitation should contact: Jim Getz, 546 Colonial Ave., Worthington, OH 43085.

Those interested in getting involved in the postal play of multi-player or otherwise cumbersome pbm games could do worse than consulting Michael Mills' ZINE DIRECTORY which attempts to list all known amateur game 'zines involved in carrying participation postal wargames. His listing tries to provide guidelines for selecting a 'zine in which to play based on types of games offered, date of initial publication, regularity, and opinions relating to overall quality. Among the listings in his directory are 'zines carrying postal games of *DIPLOMACY, KINGMAKER, MACHIAVELLI, MAGIC REALM, RAIL BARON, SPEED CIRCUIT, SUBMARINE,* and *WS&IM*. Fifty cents will get you a sample from Michael Mills, 1585 Quaker Rd, Macedon, NY 14502.

This issue's cover by Rodger MacGowan features the Soviet Marshal Semyon Timoshenko —the defender of Moscow, with German soldiers advancing over a three dimensional representation of the *STALINGRAD* mapboard. The theme is similar to that used in Vol. 17, No. 3, also drawn by Rodger, which proved to be our most popular cover art in quite some time.

Infiltrator's Report

Carroll Reynolds (pictured below at right receiving the Super Bowl Trophy from AHFSL commissioner Tom Shaw) got off to a slow start in the 8th Annual Avalon Hill *FOOTBALL STRATEGY* League with a 2-4-1 record, but won 12 of his next 13 games to finish 14-5-1. Reynolds' Kansas City Chiefs franchise defeated the Giants of Cliff Willis 34-21 in the Super Bowl to earn Carroll $160 in prize money plus plaque and trophy.

It was easy to pick the winner of the race in Contest No. 99. Red had obvious advantages that even the most inexperienced player of the game could have grasped at a glance. However, the contest required you to pick the best possible move for Red as well as determining who the most likely winner was. The best possible move for Red was one which would result in a 100% guaranteed victory for Red—a rare happening in *CIRCUS MAXIMUS* where victory can be lost at the last moment in any number of ways.

No chariot could cross the finish line on this turn so Red's major task was to put himself into the best possible position from which he could win the race on the following turn. Red cannot guarantee the order in which he'll move next turn so his task is to minimize his chances of being attacked while maintaining enough position to guarantee that his superior speed will enable him to cross the finish line ahead of the others. Red accomplishes both goals by using only 22 of his 23 movement points to pull his team alongside the wreck on the inside at 8-6. In this space, Red is immune to any and all attacks, but with his superior speed is still guaranteed to edge out his opponents with a one space strain on the last turn. However, if he used his last remaining endurance factor to brake alongside the wreck he will not only lose his strain capability on the last turn, but also be penalized for running out of endurance prematurely. Therefore, Red must make an attack in order to use up one of its pre-recorded movement points this turn. The only safe attack to make is a ram attack vs the team of either White, Black, or Purple. The target is of no consequence as the object is not to cause damage, but merely to slow down without using endurance. The alternative, to move the Red team to 8-5, would expose the team to a possible crippling ram attack in both this and the following turn.

There were literally hundreds of winners to Contest No. 98 in what has proved to be one of our most popular contests ever. Those surviving the luck of the draw to win $10 merchandise certificates were: C. Silverstein, Washington, D.C.; E. Margeson, So. Beloit, IL; R. Klingman, Wichita, KS; P. Gilliatt, Chester, VA; M. Gray, Arlington, VA; M. Hermanson, Arlington Heights, IL; T. Setzer, Norfolk, VA; G. Young, New Boston, MI; T. O'Connor, Orlando, FL; and B. Beyma, Pocomoke, MD.

OPPONENTS WANTED   OPPONENTS WANTED   OPPONENTS WANTED

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Plane to Plane Combat in the European Theatre of WWII

Avalon Hill revision only

INSTRUCTIONS: Rate all categories by placing a number ranging from 1 through 9 in the appropriate spaces to the right (1 equating excellent; 5-average; and 9-terrible). EXCEPTION: Rate item No. 10 in terms of minutes necessary to play game as recorded in 10-minute increments. EXAMPLE: If you've found that it takes two and a half hours to play FRANCE 1940, you would give it a GAME LENGTH rating of "15."

Participate in these reviews only if you are familiar with the game in question.

1. Physical Quality   ____
2. Mapboard   ____
3. Components   ____
4. Ease of Understanding   ____
5. Completeness of Rules   ____
6. Play Balance   ____
7. Realism   ____
8. Excitement Level   ____
9. Overall Value   ____
10. Game Length   ____

The review sheet may be cut out, photocopied, or merely drawn on a separate sheet of paper. Mail it to our 4517 Harford Road address with your contest entry or opponents wanted ad. Mark such correspondence to the attention of the R & D Department.

WHAT HAVE YOU BEEN PLAYING?

Top ten lists are seemingly always in vogue these days. Whether the subject is books on the Best Seller List, television's Nielsen ratings, or even games, the public never seems to tire of seeing how their individual favorites stack up numerically against the competition. Our preoccupation with this national pastime is almost akin to routing the home team on to victory every Sunday. So to further cater to your whims (and to satisfy our own curiosity) we unveil *THE GENERAL's* version of the gamer's TOP TEN.

We won't ask you to objectively rate any game. That sort of thing is already done in these pages and elsewhere. Instead, we ask that you merely list the three (or less) games which you've spent the most time with *since* you received your last issue of *THE GENERAL*. With this we can generate a consensus list of what's being *played* . . . not just what is being bought. The degree of correlation between the Best Selling Lists and the Most Played List should prove interesting.

Feel free to list any game regardless of manufacturer. There will be a built-in Avalon Hill bias to the survey because you all play Avalon Hill games to some extent but it should be no more prevalent than similar projects undertaken by other magazines with a special interest-based circulation. The amount to which this bias affects the final outcome will be left to the individual's discretion.

The games I've spent the most time playing during the past two months are:

1. _____
2. _____
3. _____

Opponent Wanted   50¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 50¢ token fee. No refunds. Payment may be made in uncancelled U.S. postage stamps.
2. For Sale, Trade, or Wanted To Buy ads will be accepted only when dealing with collector's items (out of print AH games) and are accompanied by a $1.00 token fee. No refunds.
3. Insert copy on lines provided (25 words maximum) and print name, address, and phone number on the appropriate lines.
4. Please PRINT. If your ad is illegible, it will not be printed.
5. So that as many ads as possible can be printed within our limited space, we request that you use official state and game abbreviations. Don't list your entire collection, list only those you are most interested in locating opponents for.

Afrika Korps—AK, Air Force—AF, Alexander—AL, Alpha Omega—AO, Amoeba Wars—AW, Anzio—AZ, Arab-Israeli Wars—AIW, Armor Supremacy—AS, Assault On Crete/Invasion Of Malta—AOC, Bismarck—BIS, Blitzkrieg—BL, Battle Of The Bulge—BB, Caesar Alesia—CAE, Caesar's Legions—CL, Chancellorsville—CH, Circus Maximus—CM, Cross Of Iron—COI, Crescendo Of Doom—COD, Dauntless—DL, D-Day—DD, Diplomacy—DIP, Feudal—FL, Flat Top—FT, Fortress Europa—FE, France 40—FR, Fury In The West—FITW, Gettysburg—GE, Gladiator—GL, Guns Of August—GOA, Insurgency—INS, Jutland—JU, Kingmaker—KM, The Longest Day—TLD, Luftwaffe—LW, Machiavelli—MA, Magic Realm—MR, Midway—MD, Napoleon—NP, Naval War—NW, Objective: Atlanta—OA, Origins—OR, Outdoor Survival—OS, Panzerblitz—PB, Panzer Leader—PL, Rail Baron—RB, Richthofen's War—RW, The Russian Campaign—TRC, Samurai—SA, Squad Leader—SL, Shenandoah—SH, Stalingrad—STAL, Starship Troopers—SST, Source Of The Nile—SON, Submarine—SUB, Tactics II—TAC, Third Reich—3R, Tobruk—TB, Trireme—TR, Victory In The Pacific—VITP, Viva Espana—VE, War and Peace—W&P, War At Sea—WAS, Waterloo-WAT, Wizard's Quest—WQ, Wooden Ships & Iron Men—WSIM.

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NAME_____ **PHONE**_____

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CITY_____ **STATE**____ **ZIP**_____

CONTEST NO. 100
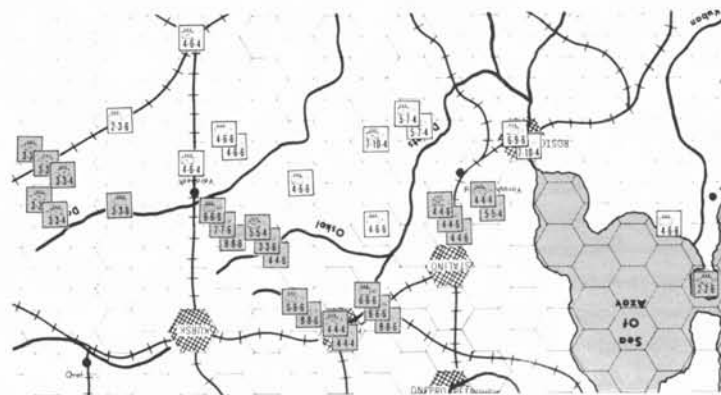
It is the German January, 1943 turn in a game of *STALINGRAD*. They have four turns left in which to take Stalingrad or five turns left in which to eliminate all Russian units. The odds are against them, but the game is not yet lost. You can optimize the German chances by attacking at critical points, eliminating as many Russian units as possible and leaving your units in position to exploit success. The Germans have four replacement factors saved, the Russians have none. The replacement rate for Stalingrad is eight factors per turn.

To enter the contest merely write the *attack* factor of each German unit in the hex you will move it to. Limit: one entry per subscriber.

Ten winning entries will receive certificates redeemable for free AH merchandise. To be valid an entry must be received prior to the mailing of the next GENERAL and include a numerical rating for the issue as a whole as well as list the best 3 articles in the next issue. The solution will be announced in the next issue and the winners in the following issue.

Issue as a whole . . . (Rate from 1 to 10, with 1 equating excellent, 10 equating terrible)
Best 3 Articles

1. _____
2. _____
3. _____

NAME _____

ADDRESS _____

CITY _____ **STATE** _____ **ZIP** _____